

THERE ARE WORLDS BEYOND OUR OWN...THE WORLDS OF

IF ROGUE TROOPER HAD LOST HIS
MARBLES, AND LET GUNNAR
LOOSE IN THE JUNGLE...
RICK FORTUNE HAD LOST THE
DICE OF DESTINY, AND
HEINRICH HIMMLER HAD
FOUND THEM...
TORQUEMADA HAD LOST ALL
SENSE OF DECENCY, AND
DECIDED TO KISS THE ALIEN
PIG...

Their worlds – their lives – would have been different. There is only one key to those alternative realities. YOU hold that key...**THE DICE.** For they control the worlds of IF...the savage, phantom worlds of...



Welcome to DICEMAN 3, a unique mix of fantasy gaming and graphic – in this issue, very graphic – action. A lot of our ideas come straight out of your letters, which gives YOU a big say in the shaping of this magazine, but we want more feedback so we can get it just right. How should DICEMAN look in the future? How many stories should we run? How hard do you want the games to be? What about subject matter: do you want it more realistic, or more weird?



I FANCY
A BIT MORE
MAYHEM
MYSELF...

Whatever comments or opinions you have, please pass them on to us – after you've sampled the goods we've put together for DICEMAN 3. This issue is even better than its predecessors, with varying and complex games, and some of the best artwork you'll find in any publication in the country. Now YOU can be ROGUE TROOPER, trying to stay alive in the steamy hell of a paranoid jungle...YOU can be THE DICEMAN, trying to solve the riddle of Adolf Hitler's poem...YOU can be TORQUEMADA, a psychopath but clever with it, trying to handle aliens without losing your precious purity rating. Now YOU can enter the savage, phantom worlds of DICEMAN – and live to tell the tale!

Simon Gell



ENTER
THE
DICEWORLD
... IT'S
DEAD
EASY!

NO
BRAINS OR
BATTERIES
REQUIRED!



HOW TO PLAY THE DICEMAN

The only essential weapon you'll need is a pair of sacred ivories... a brace of the blessed bones themselves – 2 SIX-SIDED DICE.

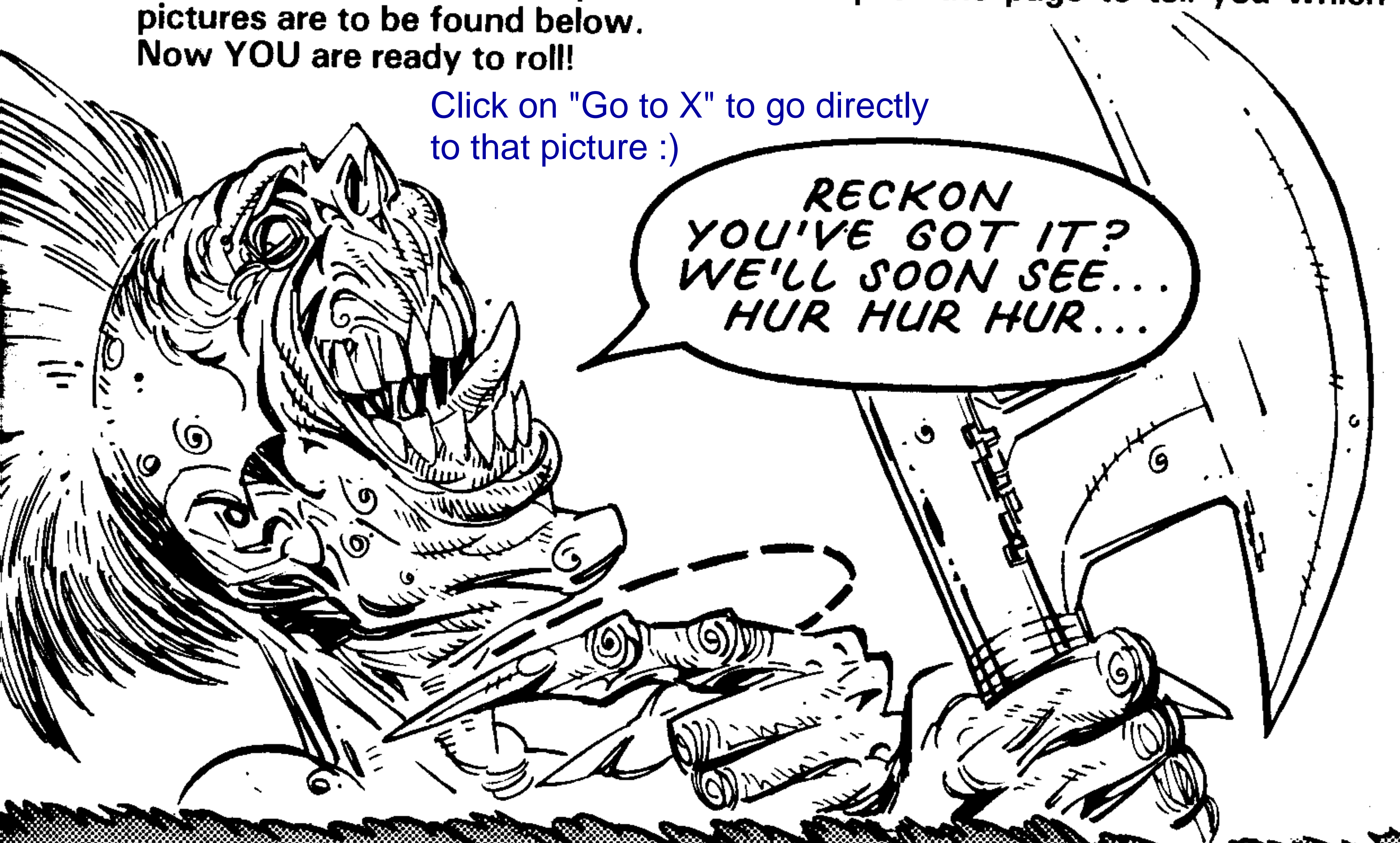
You'll also need some scraps of paper, a pen and a rubber. These will be used to create SCORE SHEETS for each of the 3 games you're about to play. A score sheet is a record of your progress through the story: if you are told to add to, or subtract from, your score – then that's where you'll make a note of it. Specific rules are given at the start of each story, but there is one important rule to remember throughout...

A fantasy gaming comic strip is unlike any other strip you've read before. Here, every picture has a NUMBER – and if you are instructed to turn to a picture number, you do so... even if that number is several pages away. DO NOT try to read a story IN sequence if you've been told to go to a new picture number OUT OF sequence – it won't make sense. To help you through your ordeal, numbers are printed at the top of the page to tell you which pictures are to be found below.

Now YOU are ready to roll!

Click on "Go to X" to go directly
to that picture :)

RECKON
YOU'VE GOT IT?
WE'LL SOON SEE...
HUR HUR HUR...



LET'S ROLL...

THE HOTSHOTS

Devised by
PAT MILLS &
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GLENN FABRY

CRAZY
MIXED-UP
KIDS!



Many thanks to Simon Bridle and Tim Broshin for gametesting the stories in this issue. If YOU would like to gametest a forthcoming story, write to the address shown on the letters' page inside, making sure you enclose your name and 'phone number.

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... AND HEY!
LET'S BE CAREFUL
OUT THERE...



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YOU ARE

ROGUE

TROOPER

IN

KILL ZION



ART
MIKE COLLINS &
MARK FARMER

STORY / GAME
PAT MILLS

LETTERING
TOM FRAME

BACKGROUND

You **HEAR** a sound alien to Nu Earth.

You **SEE** the strangest sight on this war-torn planet.

You **FEEL** something you thought you'd never feel again...not since your buddies were butchered in the Quartz Massacre, and you lost all feelings.

A kid **LAUGHING**.

His parents **SMILING**.

The **WARMTH** of people being **HAPPY** on a world where they've no right to be...on a killing ground with an atmosphere poisoned by chemical weapons, an irradiated nuclear hell.

They're having dinner in the ruins of a bombed-out city. Sitting in padded control chairs from a bomber that paid the price.

Around a table made from a tank's armoured plate, balanced on three oil drums. Decorated with silver candelabra salvaged from an officers' command bunker.

And, like you, they're very unusual. Their skin is blue and they can breathe the poisonous air.



The woman grins at the man. "Is the regimental silver polished to your liking, sir?"

He carefully inspects it. "Silver ornaments back three paces."

They laugh and the woman turns to the boy. "Zorn, are you going to eat that meal or do you want me to feed you intravenously?"

Zorn pushes the plate away. "I'm not hungry."

And complains. "Dad, when are you going to fix the holovision?"

"What do you need holovision for when we've got your mother?"

"Because I'm bored. And I'm fed-up living in this dump."

"That's enough, son. Any more and you're on restricted privileges."

Zorn sneers. "Aww, don't give me all that military bunk! You and Ma aren't GIs any longer. You **DESERTED**—remember?"

"Because male and female genetic infantry are forbidden to have relationships. Milli-Com wouldn't let us get married—so we had to go rogue."

Zorn scowls. His mother leans across. "Just look at your face! Has something crawled up you and died?"

At this, even the boy laughs.



Then they see **YOU**.

And the laughter dies away.

The smiles freeze on their faces.

And suddenly it's cold.

The GI desperately lunges for his gun.

But you're too fast—you kick it away, covering the woman at the same time as she pulls a knife.

Then they back off, looking at you with the eyes of cornered animals...full of hate and fear. And you curse Milli-Com for making you shatter their dreams.

Because you've got to bring them in.

You've got to do it to your own.

That's your mission, Trooper.

And of all the lousy, stinking missions Milli-Com could send you on, this one's the lousiest.



YOU INDICATE THE 'SOUTHERN COMFORT' BATTLE WAGON
YOU'RE TAKING THEM BACK IN, AND TELL THEM WHAT MILLI-COM
TOLD YOU... **THE REASON** YOU AGREED TO DO THEIR DIRTY WORK...

HOW A **NORTHERN SNATCH SQUAD**
ARE ON THEIR WAY TO FIND THE FAMILY...
BECAUSE A CHILD BORN **NATURALLY**
ON NU-EARTH, ABLE TO BREATHE ITS
FOUL FUMES, IS UNIQUE, UNHEARD OF...
A SYMBOL OF HOPE TO EITHER SIDE
FIGHTING THE FOREVER WAR...
ALMOST A MESSIAH...

LISTEN, TROOPER... ME AND ROSE
ARE **CLONES**, JUST LIKE YOU...
BORN IN TEST-TUBES. WE DON'T
WANT OUR SON TO END UP IN ONE.

MILLI-COM AREN'T
GOING TO EXPERIMENT
ON THE BOY, LARSON.
I HAVE GENERAL
HAYG'S WORD.

SUDDENLY **BAGMAN**
YELLS A WARNING...

ROGUE!
ABOVE YOU!
DOWN!

EVERYBODY GET DOWN!
DO WHAT I TELL YOU!
GET YOUR HEADS DOWN!

NOW
YOU'VE
GOT NO
CHOICE.
THEY'RE
HERE.
SO
LET'S
MOVE
OUT!

AND YOU REALISE THE NORTS ARE GOING TO FIGHT YOU
EVERY STEP OF THE WAY. IT'S GOING TO BE A LONG,
HARD RIDE ACROSS THE PLANET WHERE LOVE IS
FORBIDDEN... A **KILLOTHON**!

RULES

To succeed in getting the family to safety, you need to **GAIN** combat points – by killing Norts or monsters.

Combat points are a combination of strength, intelligence and experience. Complete your combat rating and note it down on your score sheet.

ROGUE - Genetic Infantryman: 15

Roll one die and add to above

COMBAT RATING

The monsters' combat ratings will be given in the story. The rules for fighting them are:

1) Roll 2 dice for yourself. Add a 'combat add' of +1 to the total because you're a GI.

2) Roll 2 dice for the monster or Nort. Add on any 'combat adds' indicated.

3) If you have the higher score, you have wounded the monster. Deduct the difference in your scores from the monster's combat rating.

4) If the monster has the higher score, he has wounded you. Deduct the difference in your scores from your combat rating.

5) Continue until the monster or you has no points left - e.g. is dead.

6) Add the monster's **ORIGINAL** combat rating to your own – but only if he's actually dead. This is your 'award' for experience gained in fighting monsters and Norts.

You now drive out of the city and along a track through the jungle littered with the remains of humans and animals and appropriately named 'White Bone Road'.

Where much of Nu Earth had been turned into a desert, **HELL-HUNT JUNGLE** had thrived. Its inhabitants and vegetation seemed resistant to all the defoliants, poison gas and napalm that man could throw at them.

Worse, they actually seemed to **LIKE** it, eagerly absorbing and adapting the poisons into new and more awful forms of death.

For in the jungle's depths there was already a desperate struggle for survival. It could handle any threat posed by man.

In the end, even human beings' limitless talents for destruction were exhausted and they'd left Hell-Hunt Jungle alone – apart from travellers such as yourself, crazy enough to risk passing through it.

Keep your eyes peeled for trouble, and remember the motto of Old Earth GIs...

"When the going gets tough, the tough get psychotic!"

1 YOU DRIVE WARILY THROUGH THE JUNGLE...

THIS IS ALL YOUR FAULT, DAD.

OH...? ARE WE GOING TO HAVE ONE OF YOUR PERFORMANCES NOW?



2

WHICH ONE WOULD YOU LIKE, MA?

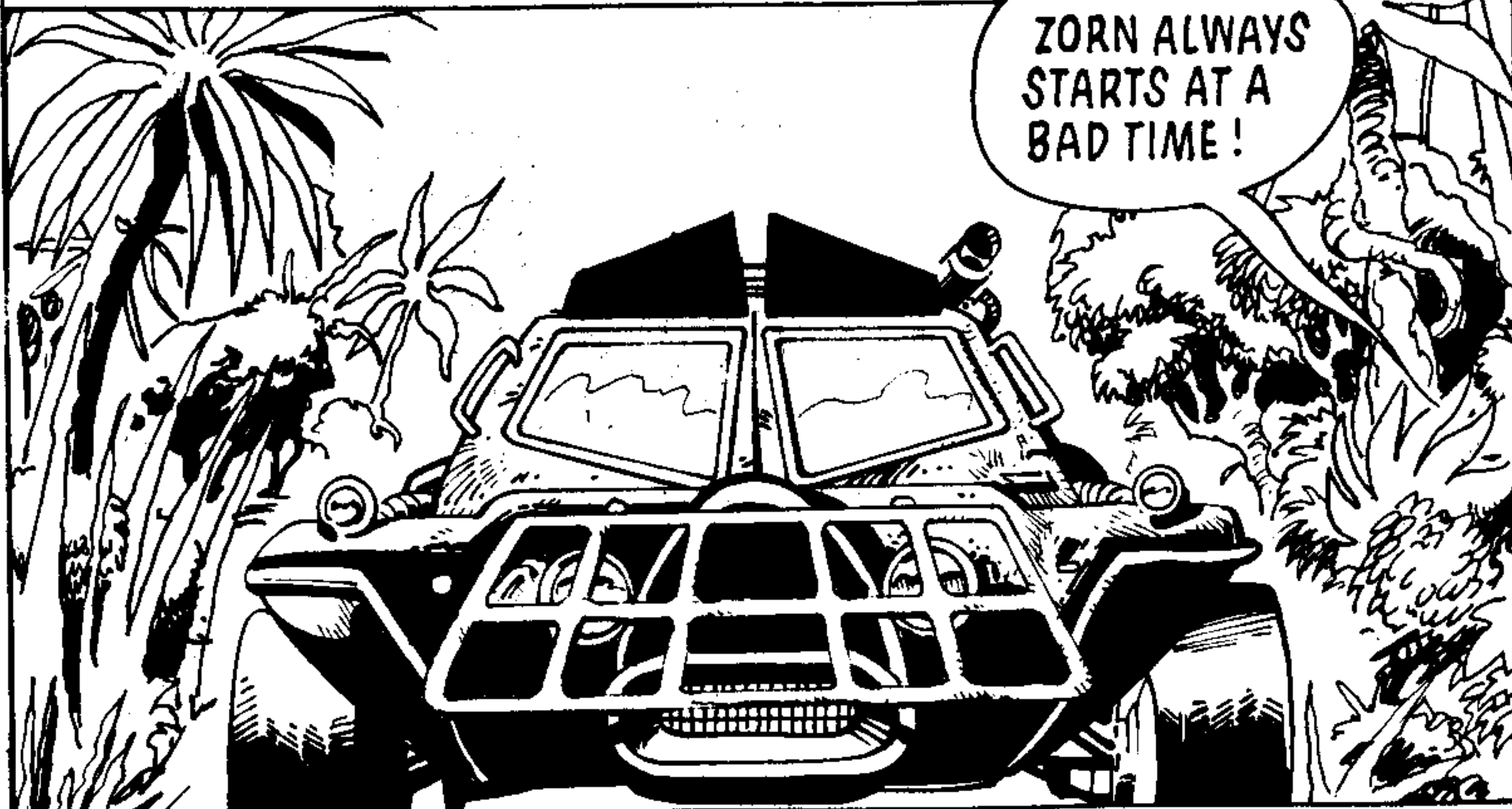
IF I HAVE TO COME DOWN FROM THIS TURRET, BOY - THAT'S IT!



3

SUDDENLY AN ARMoured NORT HUMMER ROARS DOWN THE ROAD IN HOT PURSUIT...

ZORN ALWAYS STARTS AT A BAD TIME!



WILL YOU TELL LARSON TO SHOOT OUT ITS TYRES? GO TO 28. OR TO AIM FOR THE DRIVER? GO TO 15.

4

YOU HEAD ON THROUGH A STEAMING, FOUL-SMELLING SWAMP... THE MID-DAY SUN BEATS RELENTLESSLY DOWN AND THE SWEAT POURS OFF YOU...



WILL YOU PAUSE FOR A MOMENT TO MOP YOUR BROW? GO TO 20. OR WILL YOU CARRY ON? GO TO 35.

5

REALISING THE CREATURE IS A POTENTIAL THREAT, YOU DECIDE TO KILL IT. GUNNAR BLASTS AWAY AT THE INSECT'S ARMOUR...



SAW-JAW'S COMBAT RATING: 8 IF YOU KILL IT, GO TO 22.

6

YOU RIDDLE THE SLEEPING BAG WITH BULLETS, THEN ZIP IT BACK TO DISCOVER YOU'VE KILLED A **MURK-LURKER**... A NOCTURNAL ANIMAL OF WHOSE HABITS VERY LITTLE IS KNOWN.



LOOK AT THE SIZE OF THOSE CLAWS! RECKON YOU DID THE RIGHT THING, ROGUE.



GO TO 90.

7

THE GRENADE EXPLODES AND THE SHRAPNEL SPLINTERS TEAR ROSE AND ZORN APART. CURSING YOUR STUPIDITY, LARSON STARTS TO STRANGLE YOU. YOU LOSE CONTROL OF THE GYRO AND IT PLUMMETS TO THE GROUND, EXPLODING, KILLING YOU INSTANTLY.

THE END.

8

YOU CHEW THE LEAF, BUT IT HAS NO EFFECT. CURSING GUNNAR'S STUPIDITY, YOU DIE IN AGONY. HELL-HUNT JUNGLE HAS CLAIMED ANOTHER VICTIM.

THE END.

9 HE DEVOURS THE RAG WITH GREAT ENJOYMENT. CLEARLY, TO A MURK-LURKER, IT'S A DELICATE MORSEL...

THEN YOU GO TO SLEEP. THE STRANGE ANIMAL REMAINS BY YOUR SIDE AND LICKS YOUR FACE FROM TIME TO TIME. GO TO 90.

10 ROGUE! A SNAKE'S CRAWLED IN HERE!

THANKS, GUNNAR.

11 SUDDENLY THE NORTS CHARGE YOUR POSITION...

DESTROY THEM! MILLI-COM MUST NOT GET THEIR HANDS ON THE FAMILY!

12 THE NORT LUNGES AT YOU. HIS SUIT IS RIP-PROOF AND IT WILL BE A SAVAGE HAND-TO-HAND FIGHT...

NORT OFFICER'S COMBAT RATING: 7. IF YOU KILL HIM, GO TO 87.

13 YOU FAIL TO SEE A TRIP-WIRE COVERED IN LEAVES...

14 NEXT MOMENT...

AAAGHH!

HELL-HUNT JUNGLE HAS CLAIMED ANOTHER VICTIM - YOU.

THE END.

15

AIM FOR THE
DRIVER!

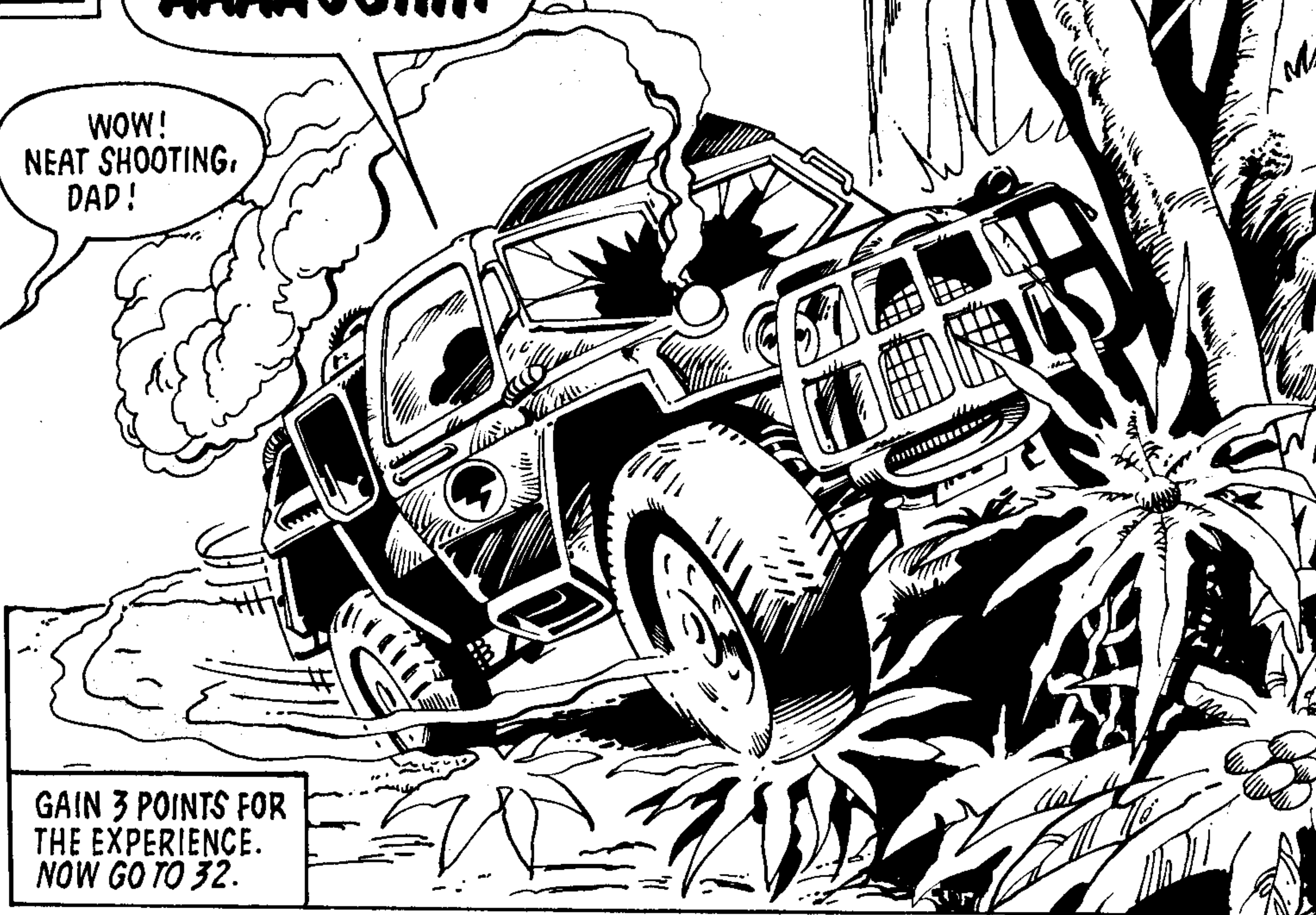


16

AAAAGGHH!

WOW!
NEAT SHOOTING,
DAD!

GAIN 3 POINTS FOR
THE EXPERIENCE.
NOW GO TO 32.



17

LEAVING THE 'SOUTHERN COMFORT', YOU CUT YOUR
WAY THROUGH THE UNDERGROWTH. **LEECHES** DROP
ON YOU, SUCKING YOUR BLOOD... AND THE HEAT IS SO
INTENSE, IT CAUSES EVEN YOU TO PERSPIRE...



WE'VE HAD SOME
BAD POSTINGS IN YOUR
TIME, ROGUE - BUT
NEVER WORSE THAN
THIS!



AT LEAST
THE NORTS WILL
NEVER FOLLOW
US IN HERE.

18



NO? WHAT'S **THAT**
GLEAMING THROUGH
THE TREES?

19

WHAT D'YOU RECKON,
ROGUE?

I'M NOT
SURE...



WILL YOU INVESTIGATE? GO TO 53.
OR GIVE IT A WIDE BERTH AND
CONTINUE? GO TO 4.

20

YOU MOP YOUR FOREHEAD
AND PUT THE RAG IN
YOUR POCKET.

MAKE A NOTE OF
NUMBER 9
FOR LATER.

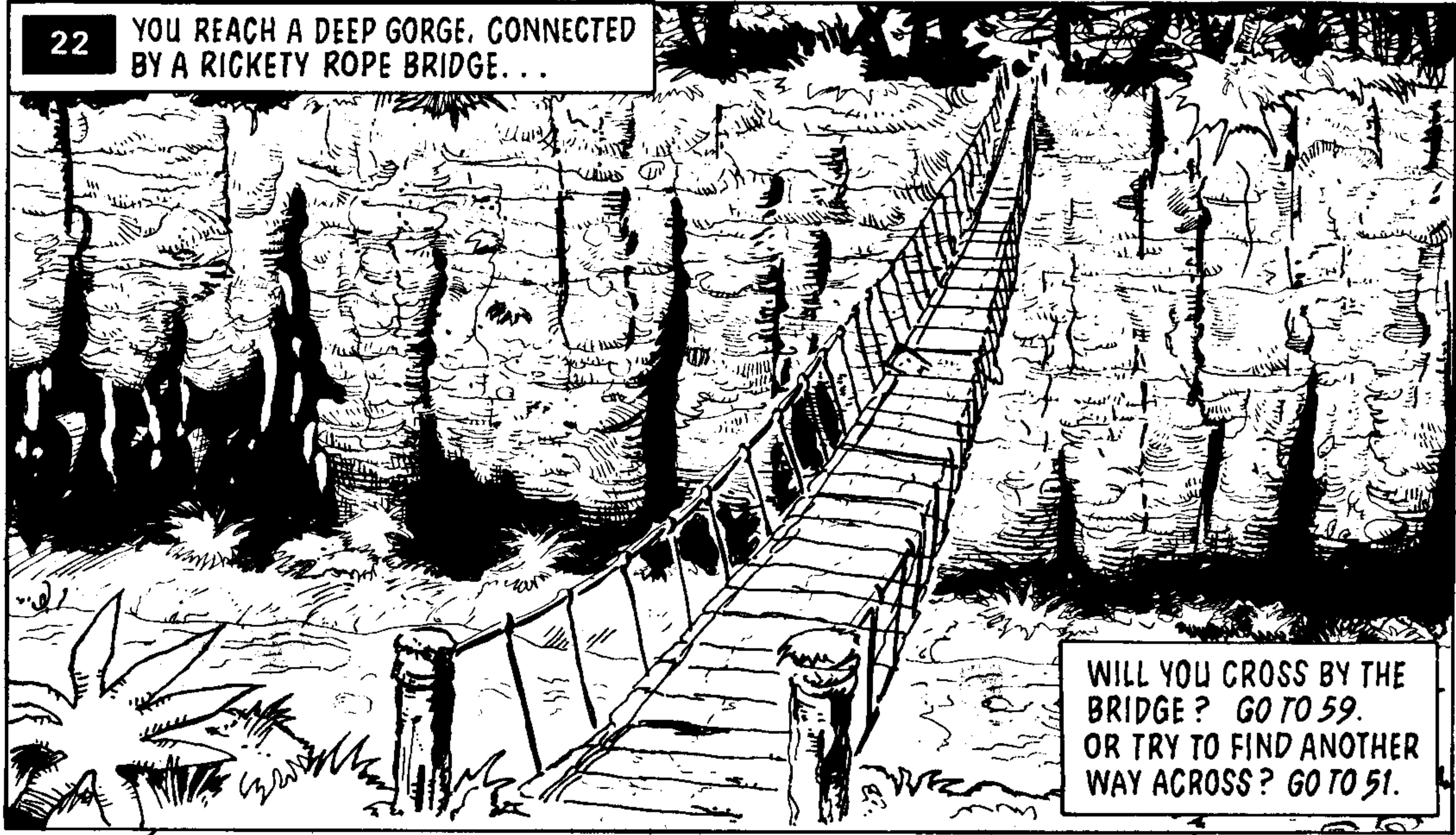
NOW GO TO 35.

21

AS YOU UNZIP THE BAG,
THE CREATURE INSIDE
BEGINS TO GROWL
MENACINGLY...

IF YOU STILL WISH TO
CONTINUE, GO TO 36.
IF YOU WOULD RATHER
BLAST IT FIRST, GO TO 6.

22 YOU REACH A DEEP GORGE, CONNECTED BY A RICKETY ROPE BRIDGE...



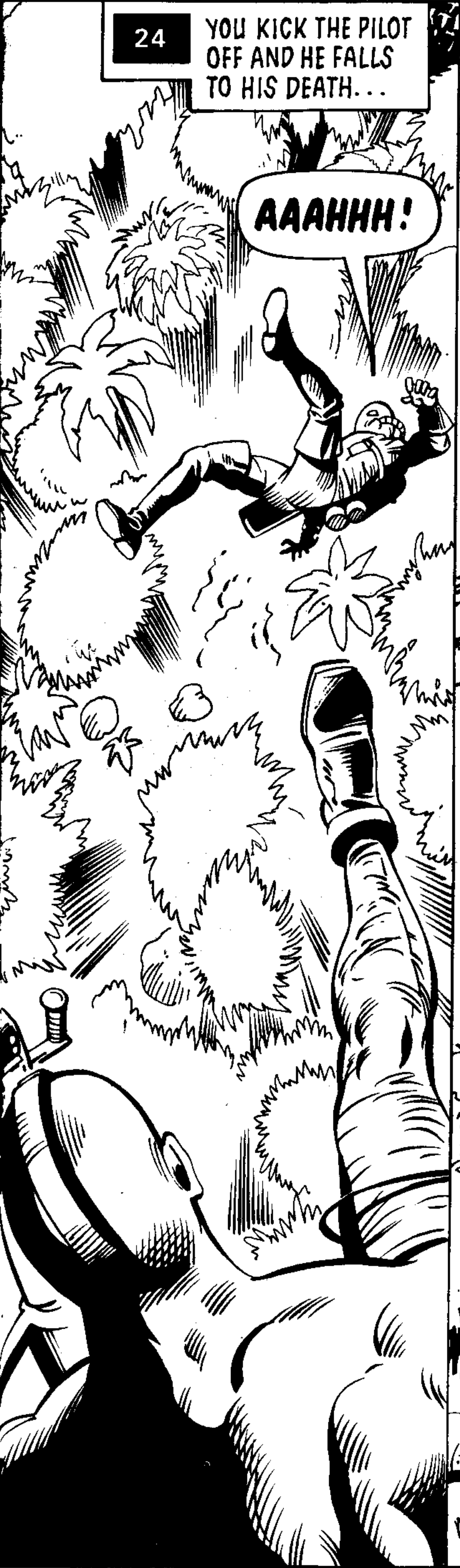
WILL YOU CROSS BY THE BRIDGE? GO TO 59.
OR TRY TO FIND ANOTHER WAY ACROSS? GO TO 51.

23 YOU HEAR MURK BARKING AT SOMETHING IN THE JUNGLE...



IF YOU WANT TO INVESTIGATE, GO TO 50.
IF YOU THINK IT'S BETTER LEFT ALONE, GO TO 38.

24 YOU KICK THE PILOT OFF AND HE FALLS TO HIS DEATH...



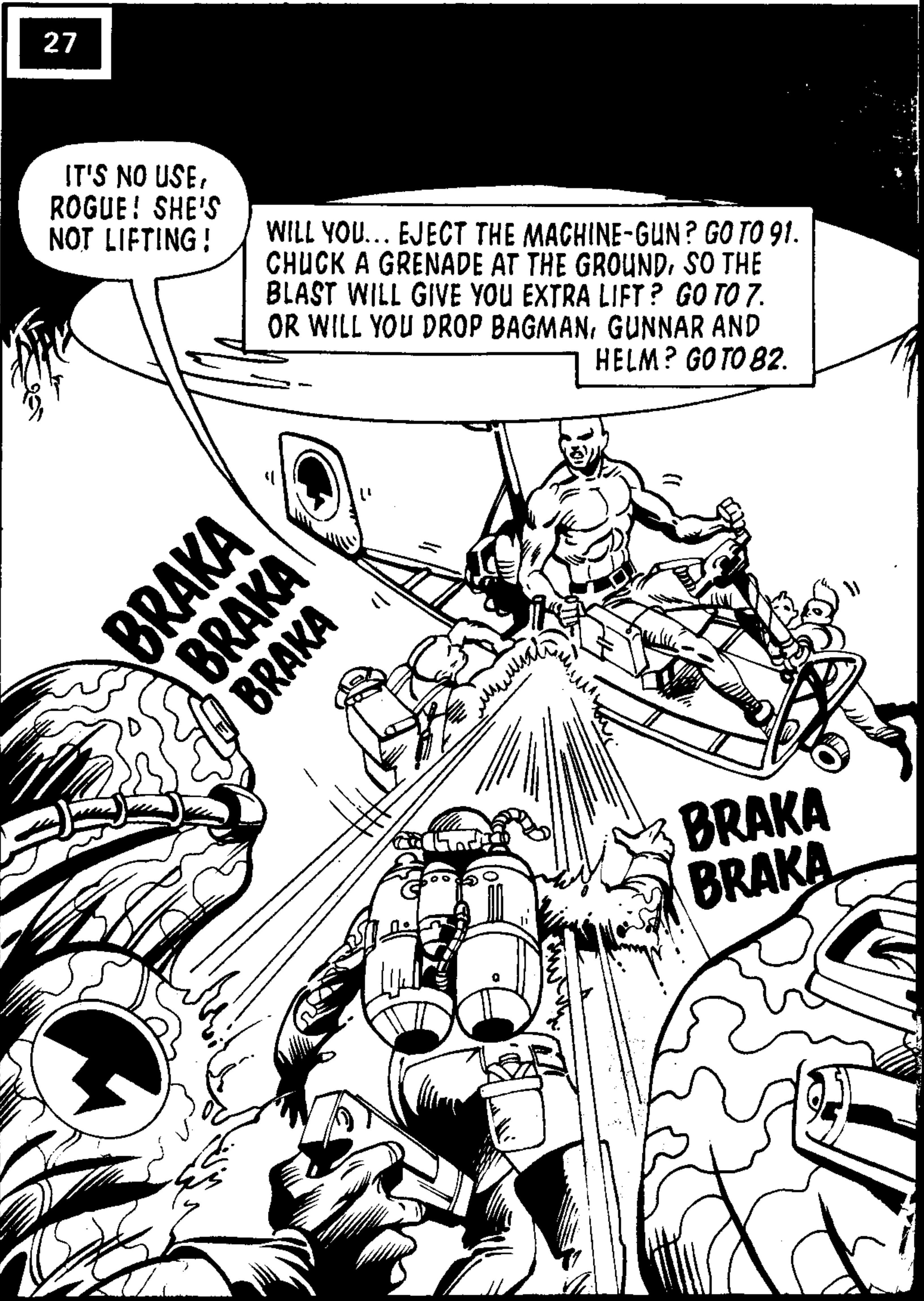
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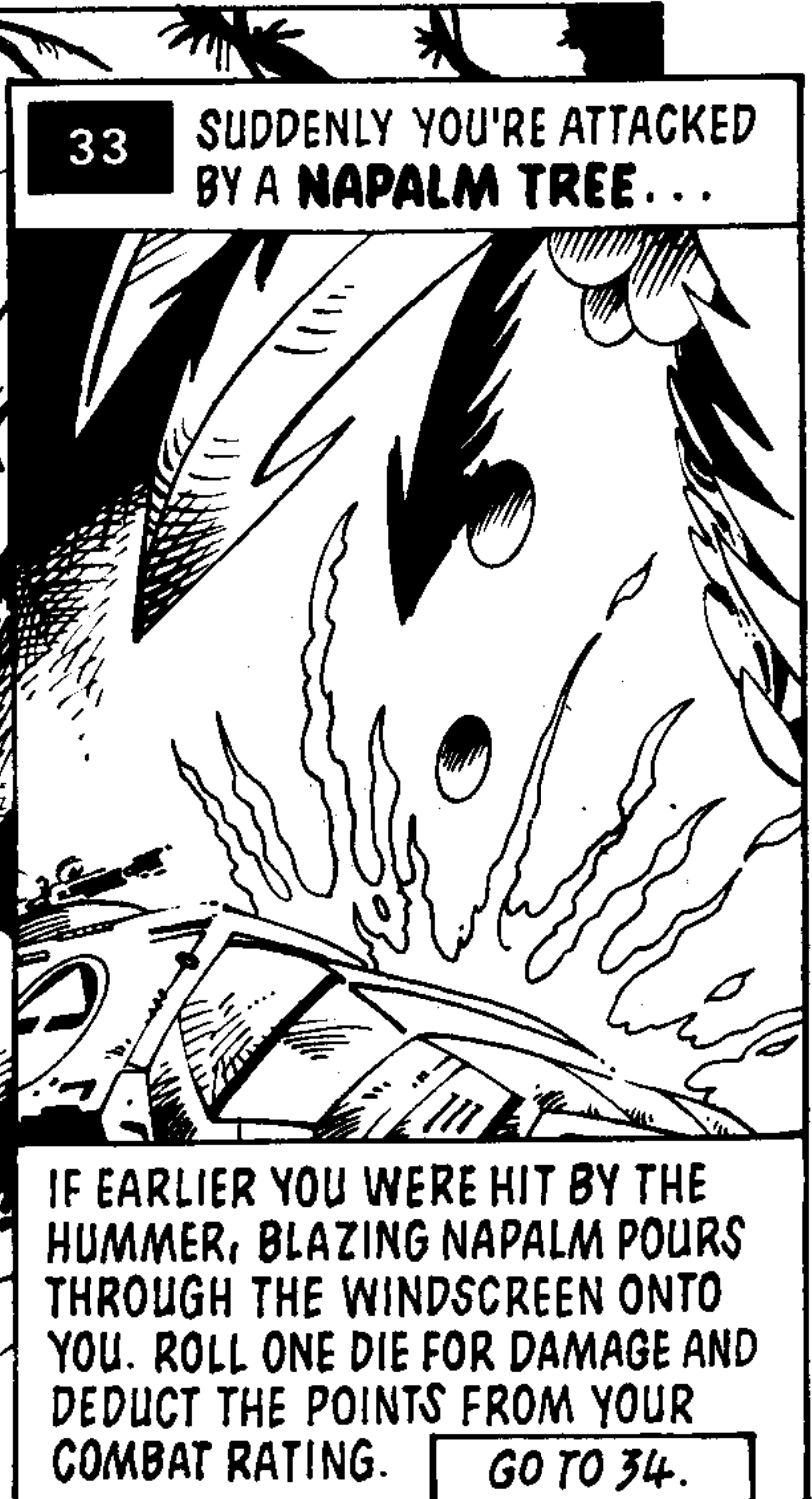
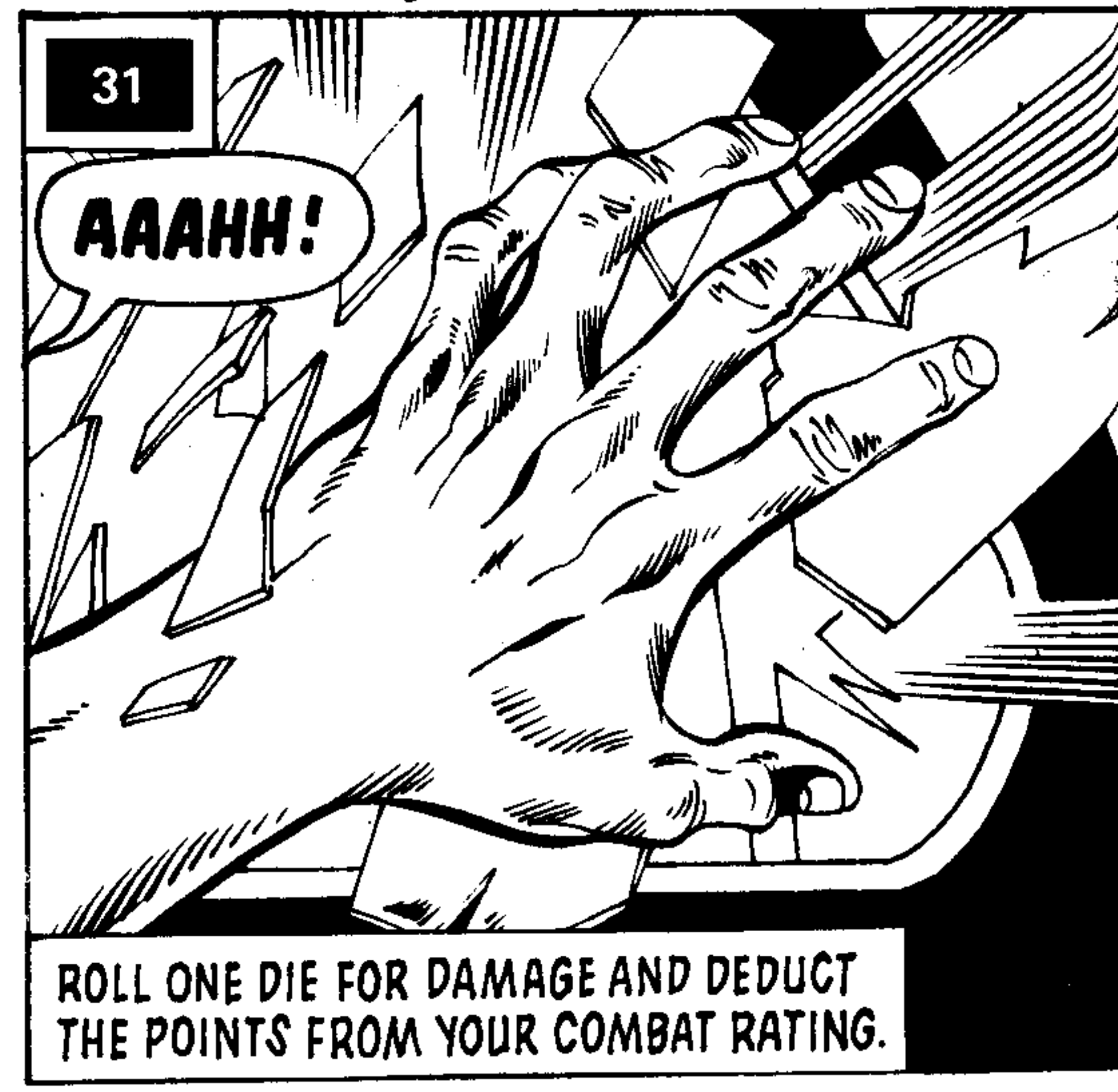
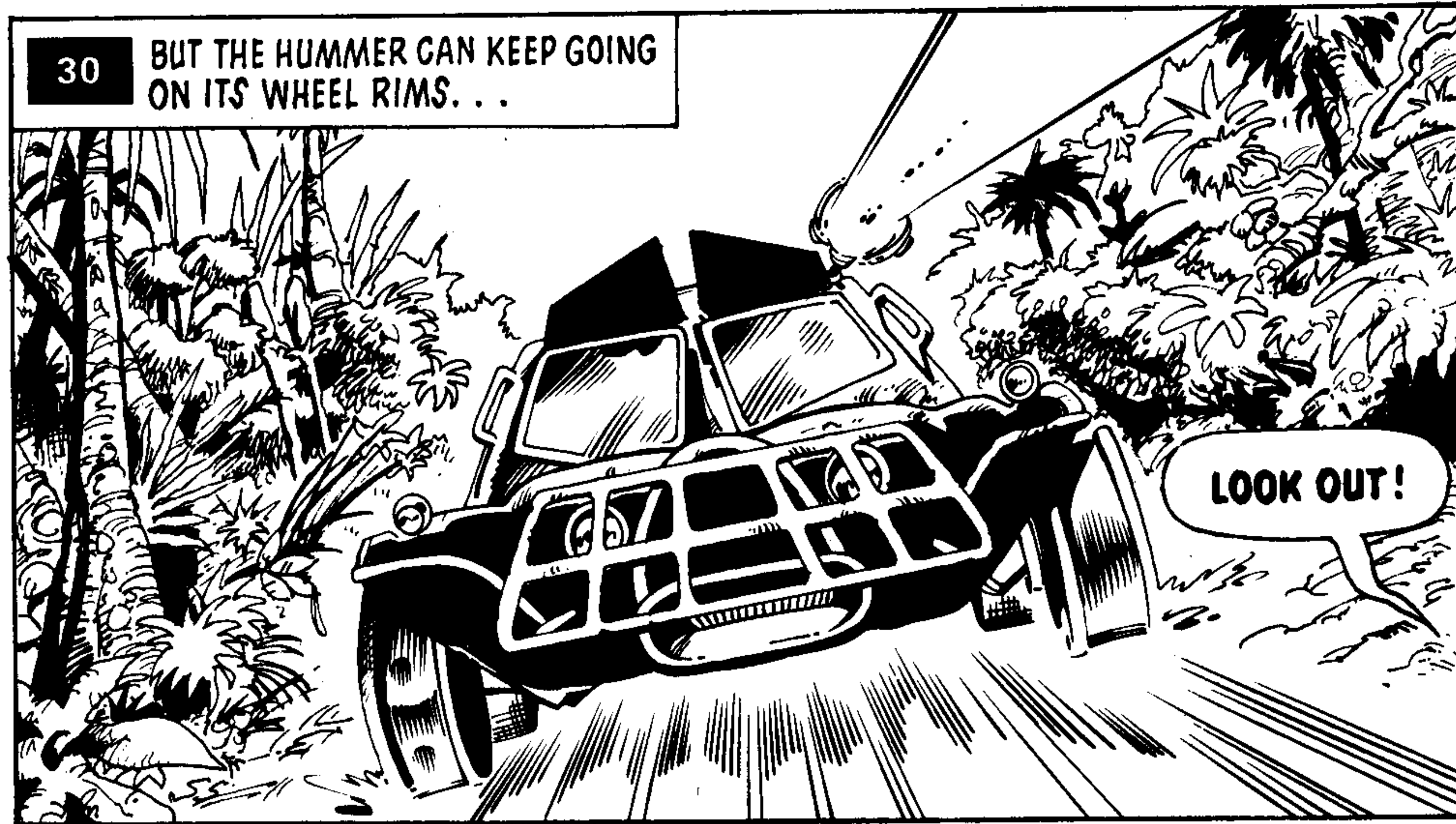
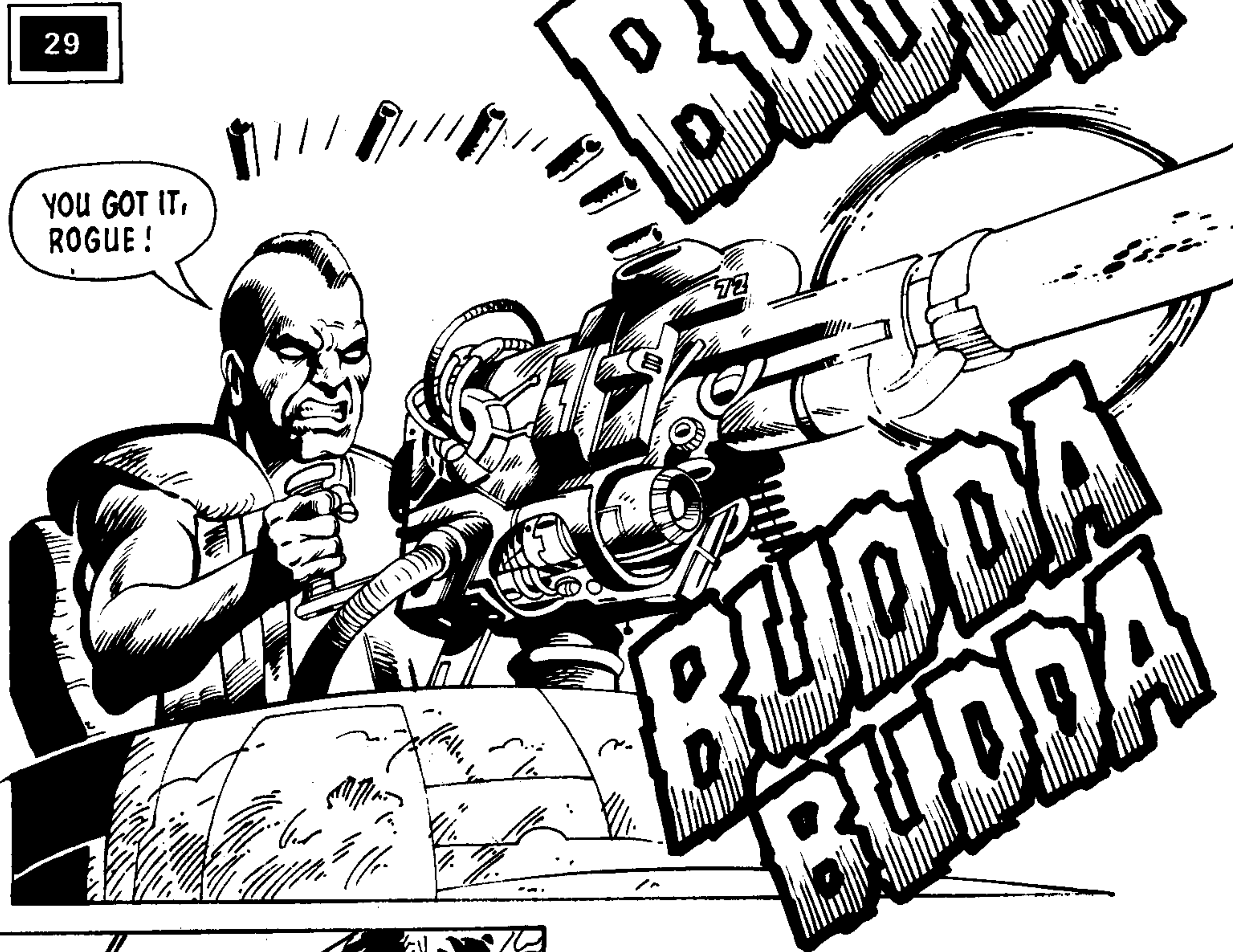
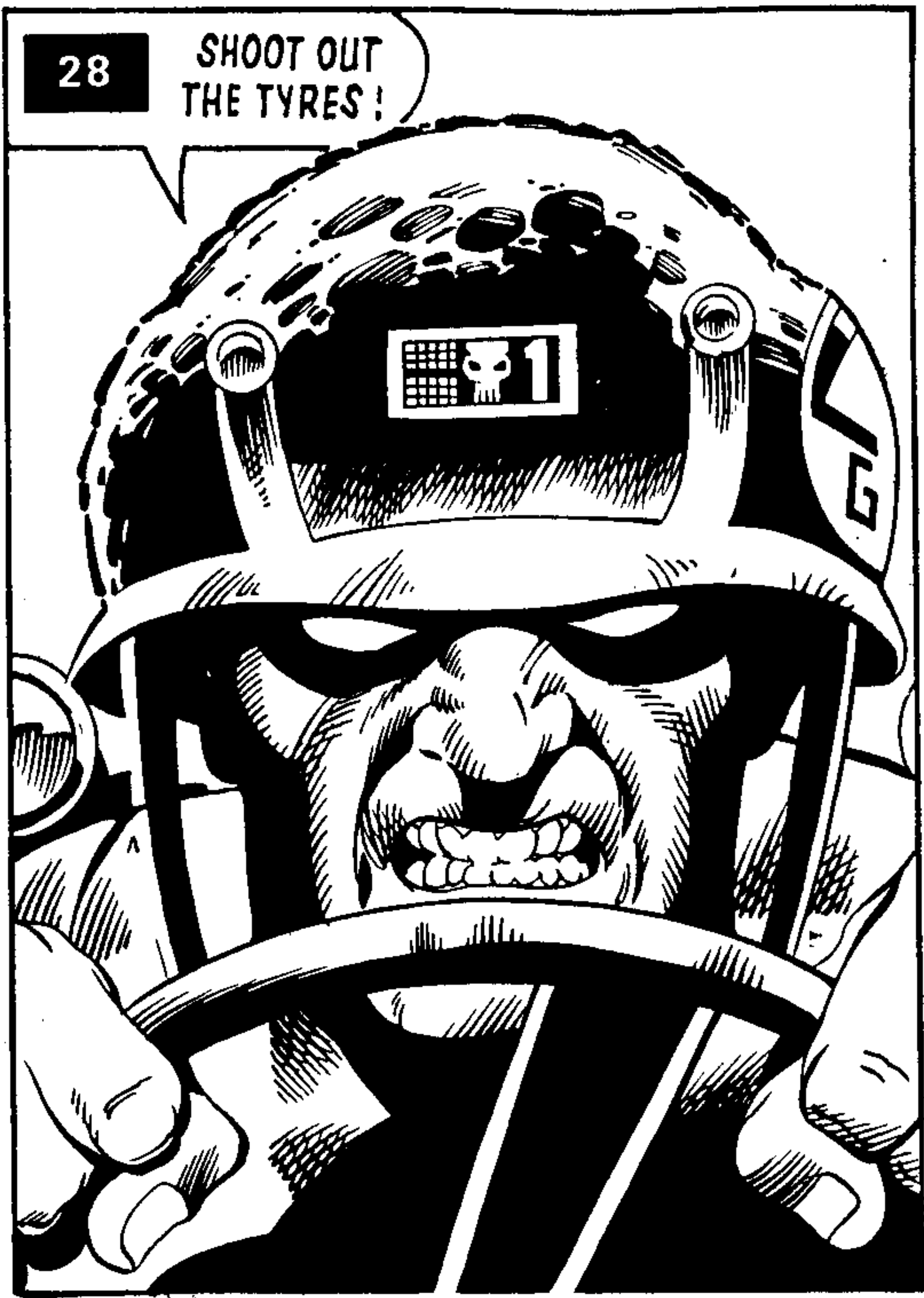


IT'S NO USE, ROGUE! SHE'S NOT LIFTING!

WILL YOU... EJECT THE MACHINE-GUN? GO TO 91.
CHUCK A GRENADE AT THE GROUND, SO THE BLAST WILL GIVE YOU EXTRA LIFT? GO TO 7.
OR WILL YOU DROP BAGMAN, GUNNAR AND HELM? GO TO 82.

BRAKA
BRAKA
BRAKA

BRAKA
BRAKA



34

MORE NAPALM TREES AHEAD, ROGUE!

THOSE THINGS ARE DEADLY! WE'D BE BETTER OFF TAKING OUR CHANCES IN THE JUNGLE.

ON FOOT? NO, KEEP GOING, ROGUE! WE AIN'T RUNNIN' FROM STINKIN' TREES!

WILL YOU LISTEN TO HELM? GO TO 17.
OR TO GUNNAR? GO TO 40.

35

WHAT'S THAT NOISE?

WILL YOU INVESTIGATE? GO TO 58.
OR GIVE IT A WIDE BERTH AND CONTINUE? GO TO 22.

36

WEIRD-LOOKING THING!

I THINK IT'S A MURK-LURKER!

IF YOU'RE RIGHT, IT'S A NOCTURNAL ANIMAL OF WHOSE HABITS VERY LITTLE IS KNOWN. WILL YOU KILL IT? GO TO 57.
OR TRY TO MAKE FRIENDS WITH IT? GO TO 42.

37

AS THE TREE FALLS THE TERRIFIED MONKEYS LEAP FOR COVER, BUT THE SCORPION IS TOO QUICK. IT STINGS AND PARALYSES ONE, THEN LEISURELY STARTS TO EAT IT.

WILL YOU NOW ATTACK THE SAW-JAW? GO TO 5.
OR LEAVE WELL ALONE AND CONTINUE YOUR JOURNEY? GO TO 22.

38 AS YOU GET READY TO LEAVE...

ROGUE! A NORT MESSAGE ON THE VID-COM... THEY'RE SOMEWHERE AHEAD - WAITING FOR US TO BREAK OUT OF THE JUNGLE.

DAMN!

39

THAT'S GOOD NEWS, ROGUE! NOW I CAN GET SOME NOTCHES ON THIS GUN!

WILL YOU SAY TO GUNNAR...? "SYNTH OUT, YOU SCUZZ-BALL! FROM NOW ON I WANT COMPLETE SILENCE!" GO TO 56.
OR WILL YOU HOPE HE'LL SHUT UP IF YOU IGNORE HIM? GO TO 74.

40

YOU SPEED FORWARD, BUT THE NAPALM TREES ARE WAITING. THEIR RAZOR-SHARP LEAVES CUT THEIR WAY IN... STABBING THE FAMILY TO DEATH.

YOU REACH FOR YOUR GUN BUT A BRANCH SLICES INTO YOUR STOMACH.

41

A NAPALM TREE'S ROOTS HUNGRILY PROBE INSIDE YOU FOR NUTRIENTS...

NATURE HAS FINALLY REVENGED ITSELF ON MAN. **THE END.**

42

AS YOU STROKE IT, THE MURK-LURKER JUMPS UP AND BEGINS SNIFFING YOUR ARMPIT...

WHAT THE - ?

43

GERROFF!

WHAT DOES IT WANT?

44

WAIT A MINUTE! I'VE GOT IT!



MY OLD SERGEANT TOLD ME ABOUT THEM... MURK-LURKERS LIVE OFF **SWEAT!** AND IN HELL-HUNT JUNGLE WITH ALL THE HEAT AND FEAR, THAT'S ONE THING THERE'S **PLENTY** OF!

HE USED TO SAY, "BETTER TO SWEAT ON THE TRAINING GROUND AND KEEP THE MURK-LURKERS HAPPY... THAN BLEED TO DEATH ON THE BATTLEGROUND!"

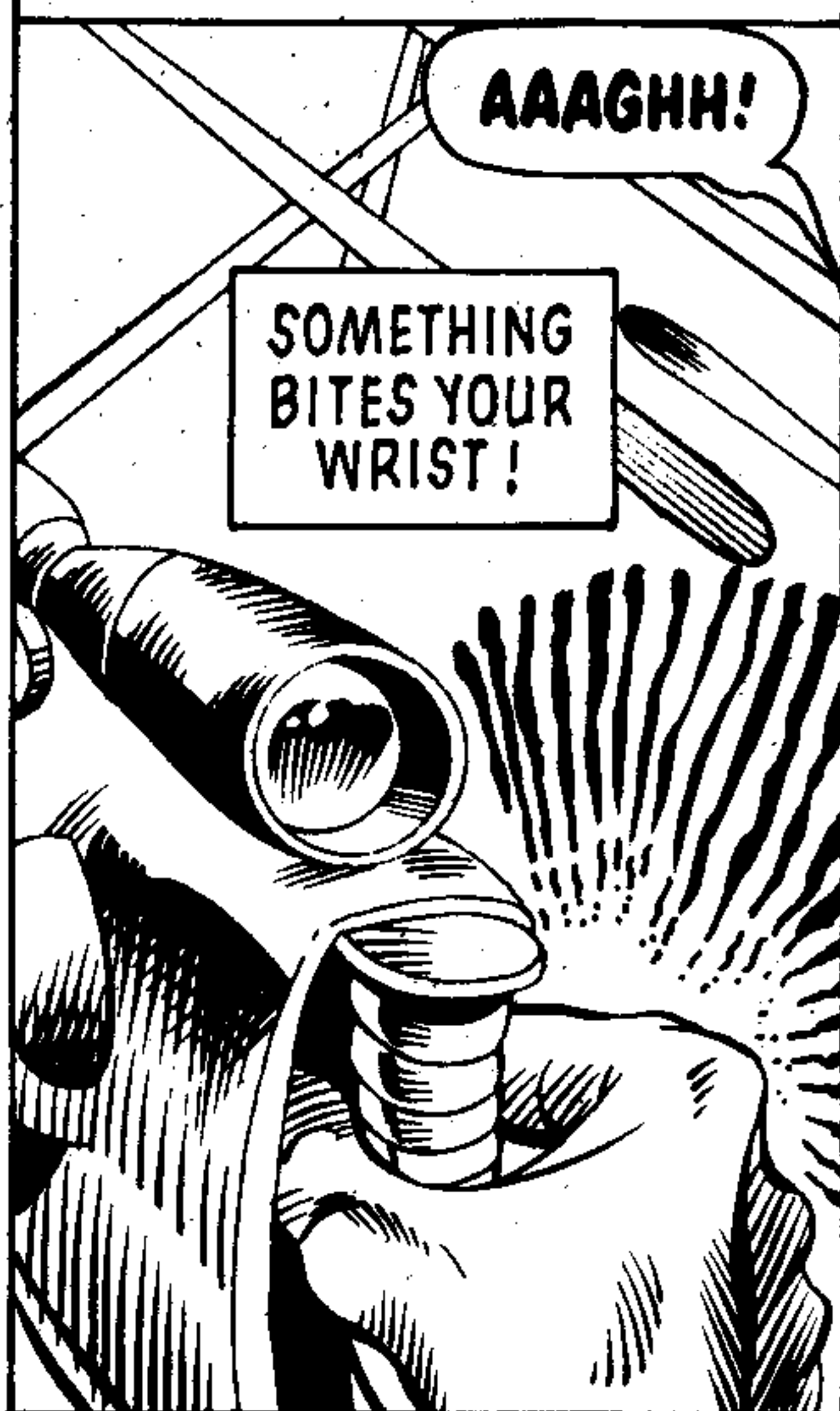
45

THAT'S WHY HE WAS IN YOUR SLEEPING BAG, ROGUE. HE'S HUNGRY!

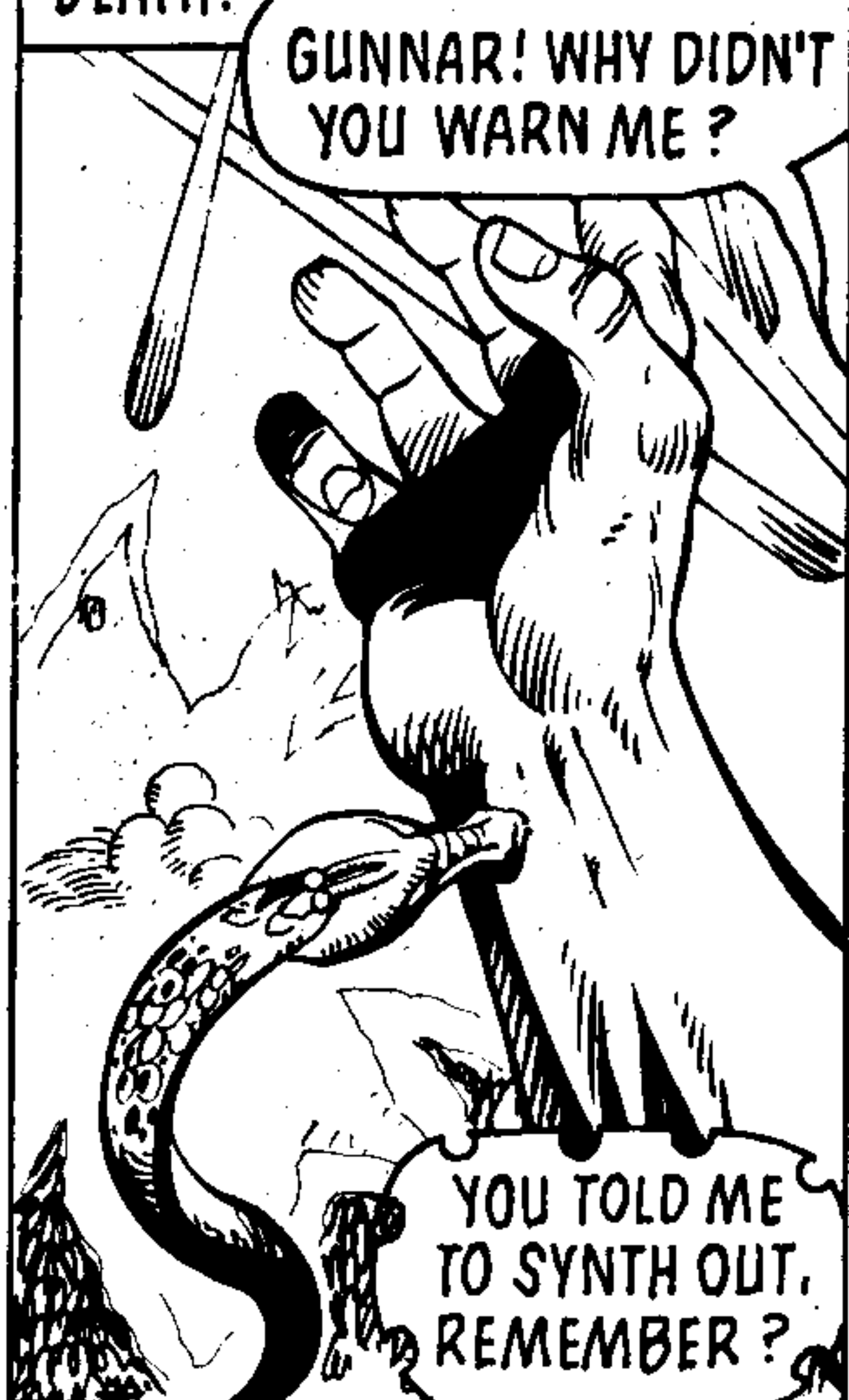


IF YOU HAVE A SWEATY RAG IN YOUR POCKET, AND WISH TO GIVE IT TO 'MURK', GO TO THE NUMBER YOU NOTED EARLIER. IF YOU DO NOT, THE CREATURE WANDERS OFF. **GO TO 38.**

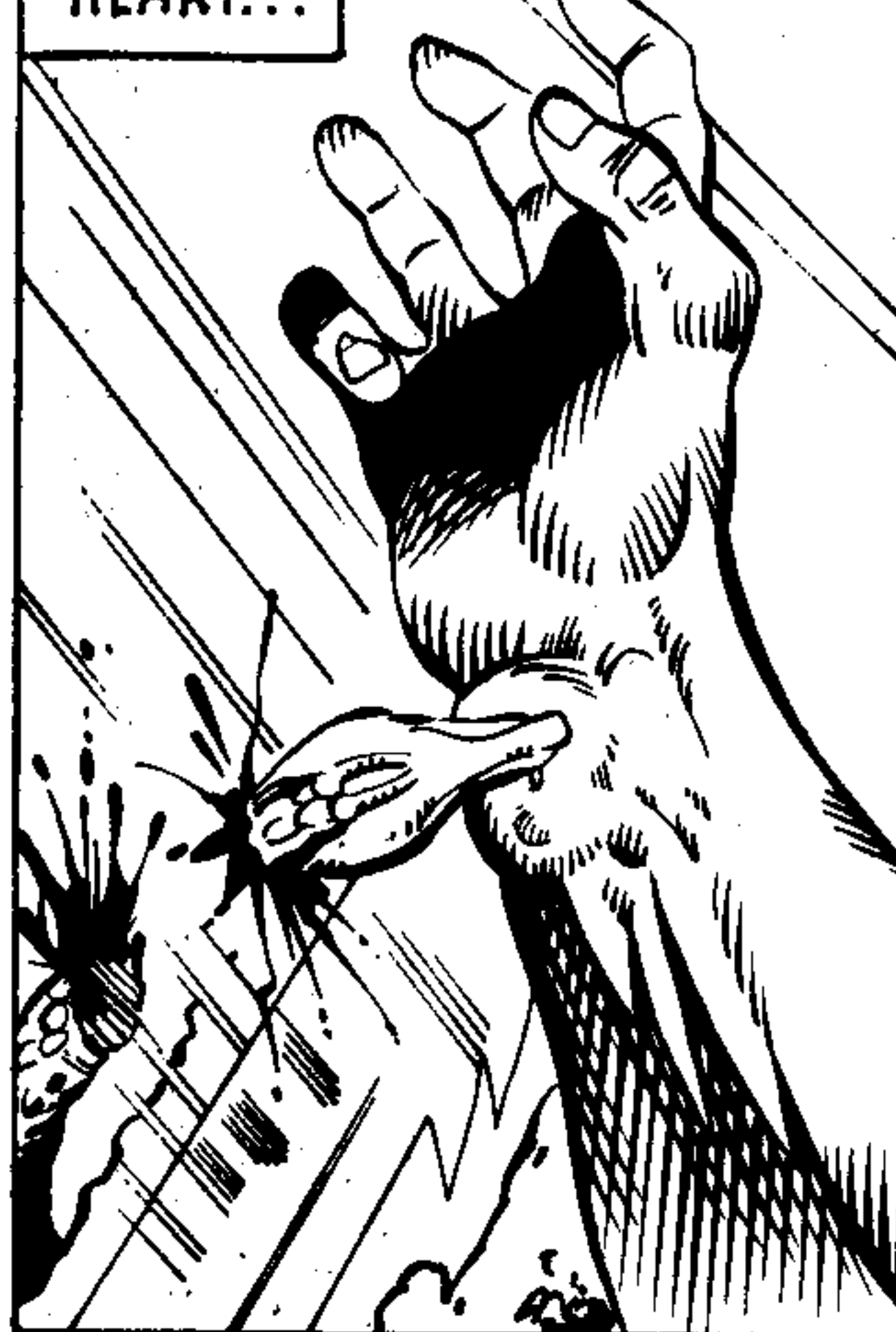
46 YOU PUT YOUR HAND INSIDE YOUR GUN TO FIRE BACK, AND FEEL SOMETHING SLIMY. NEXT MOMENT...



47 **A KRAYT!** THE MOST DEADLY SNAKE ON NU EARTH, WHOSE BITE MEANS ALMOST CERTAIN DEATH!



48 YOU HACK THE KRAYT'S HEAD OFF, BUT YOUR WRIST SWELLS UP INTO A HUGE BOIL, AND YOU FEEL VENOM PUMPING UP YOUR ARM TOWARDS YOUR HEART...



49 AS ROSE TRIES TO SUCK OUT THE POISON, YOU LOOK AROUND FOR A PLANT THAT MAY BE AN ANTIDOTE TO THE VENOM...



WILL YOU EAT A LEAF FROM...
THE PLANT ON THE LEFT? GO TO 8.
THE MIDDLE PLANT? GO TO 65.
OR THE ONE ON THE RIGHT? GO TO 64.

50 MURK IS BEING ATTACKED BY AN ALIEN SNAKE. AS YOU APPROACH, THE SNAKE TURNS ON YOU...



ALIEN SNAKE'S COMBAT RATING: 12.

IF YOU REDUCE IT TO 8 OR LESS, GO TO 60.

51

YOU WALK ALONG THE CLIFF TOP FOR A MILE, BUT CANNOT SPOT ANOTHER BRIDGE. YOU CONSIDER CLAMBERING DOWN THE SIDE, BUT DECIDE IT'S TOO STEEP.

RELUCTANTLY, YOU RETURN TO THE ROPE BRIDGE... GO TO 59.

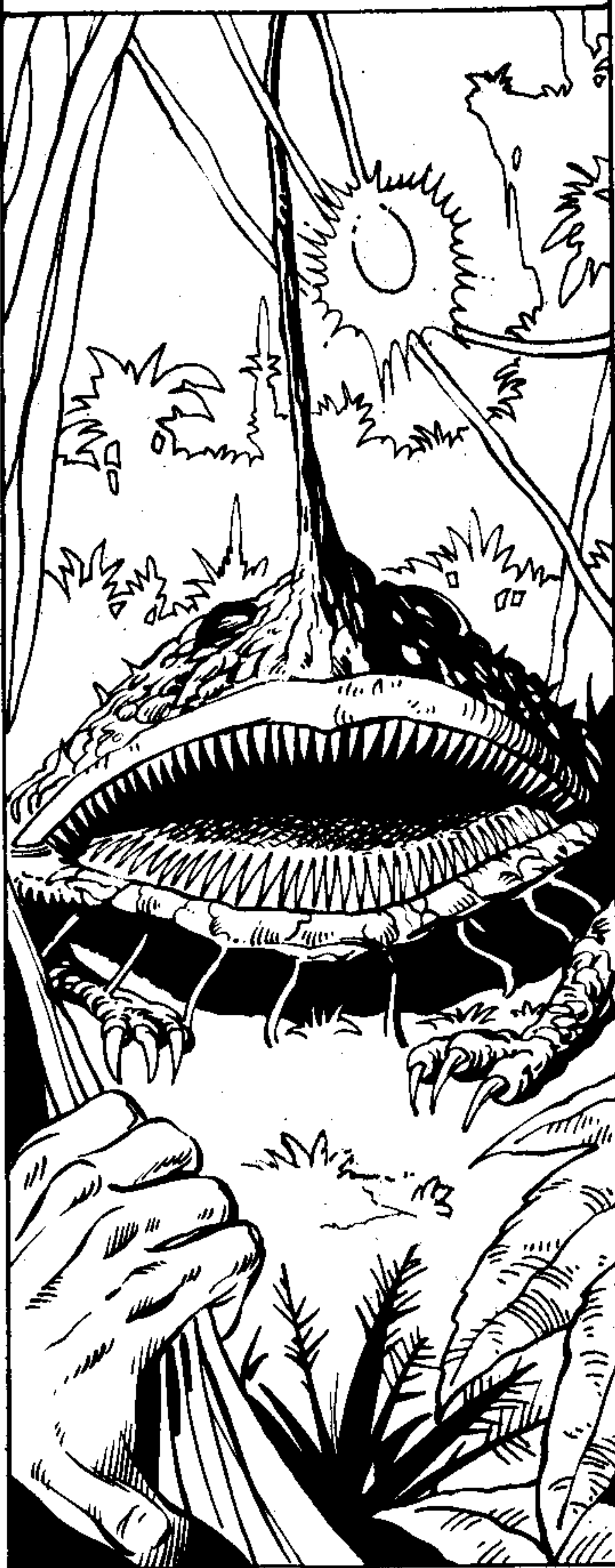
52

YOU LEAP ONTO THE AUTO-GYRO, BUT THE PILOT KICKS YOU VICIOUSLY IN THE FACE. YOU HAVEN'T THE ENERGY TO HOLD ON AND FALL TO THE GROUND.

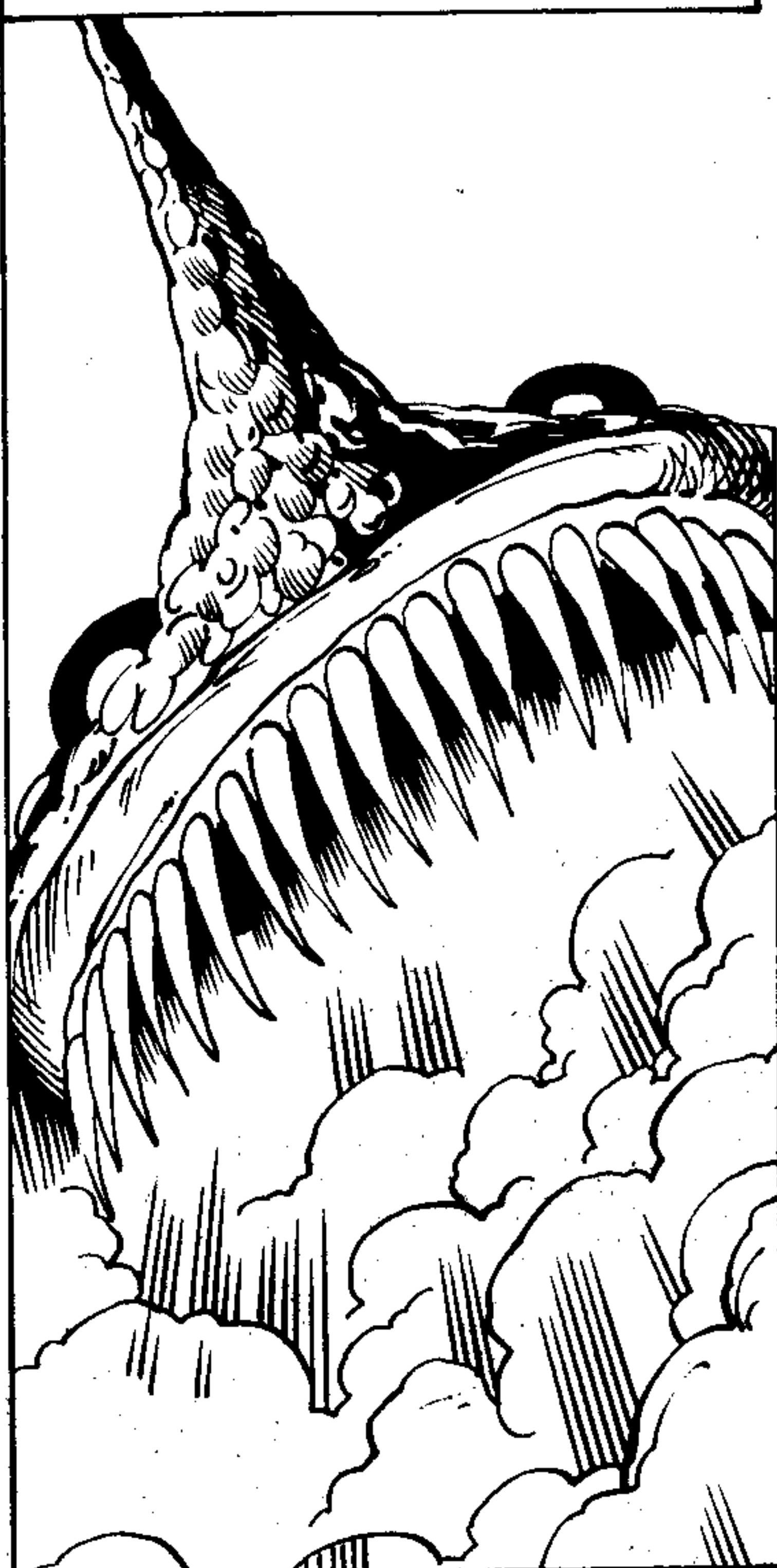
NEXT MOMENT, THE NORT PILOT RIDDLES YOU WITH BULLETS.

THE END.

53 YOU CREEP FORWARD WARILY... SUDDENLY YOU SEE WHERE THE GLEAM IS COMING FROM... A SILVER LURE ON A 'BAITED BREATH'!



54 THE MONSTER ATTRACTS VICTIMS WITH THE LURE, THEN GASES THEM WITH ITS BREATH... A LETHAL COCKTAIL OF CHLORINE, MUSTARD AND NERVE GAS SYNTHESISED FROM THE AIR...



...THAT WOULD CAUSE AN **ORDINARY** HUMAN TO DROWN AND BURN TO DEATH SIMULTANEOUSLY — AS WELL AS LOSE CONTROL OF HIMSELF.

55 WHEN ITS BAD BREATH HAS NO EFFECT ON YOU, IT LASHES OUT WITH POISONOUS TEETH AND CLAWS...



COMBAT RATING: 3.
COMBAT ADD: +2 (YOU MUST ADD 2 TO EACH OF ITS SCORES BECAUSE IT'S POISONOUS)

IF YOU KILL IT, GO TO 4.

56 SYNTH OUT, YOU SCUZZ-BALL! FROM NOW ON I WANT COMPLETE SILENCE!

OKAY, OKAY!
YOU'RE TOUCHY THIS MORNING, AIN'T YOU?

I SAID...
SYNTH OUT!

GO TO 74.

57

YOU RAISE YOUR RIFLE, BUT THE CREATURE MOVES SURPRISINGLY FAST AND KNOCKS IT OUT OF YOUR HAND, LASHING AT YOU WITH ITS CLAWS.

MURK-LURKER'S COMBAT RATING: 5

IF YOU KILL IT,
GO TO 90.

58

IT'S COMING FROM A 'SAW-JAW' — AN ALIEN SCORPION WITH REVOLVING TEETH, USING ITS 'CHAIN-SAW' TO GET AT SOME MONKEYS...



WILL YOU LEAVE WELL ALONE AND CONTINUE? GO TO 22.
OR ATTACK THE SAW-JAW? GO TO 5.
OR WOULD YOU LIKE TO WATCH? GO TO 37.

59

THE BRIDGE SWAYS IN THE WIND AND
CREAKS UNDER YOUR WEIGHT. . .

IF EARLIER YOU KILLED A SAW-JAW, GO TO 66.
IF YOU DID NOT, GO TO 78.

60

MURK RETURNS TO THE
FRAY. THE SNAKE USES ITS
LAST LINE OF DEFENCE AND SPITS A
POISONOUS STING AT MURK. . .



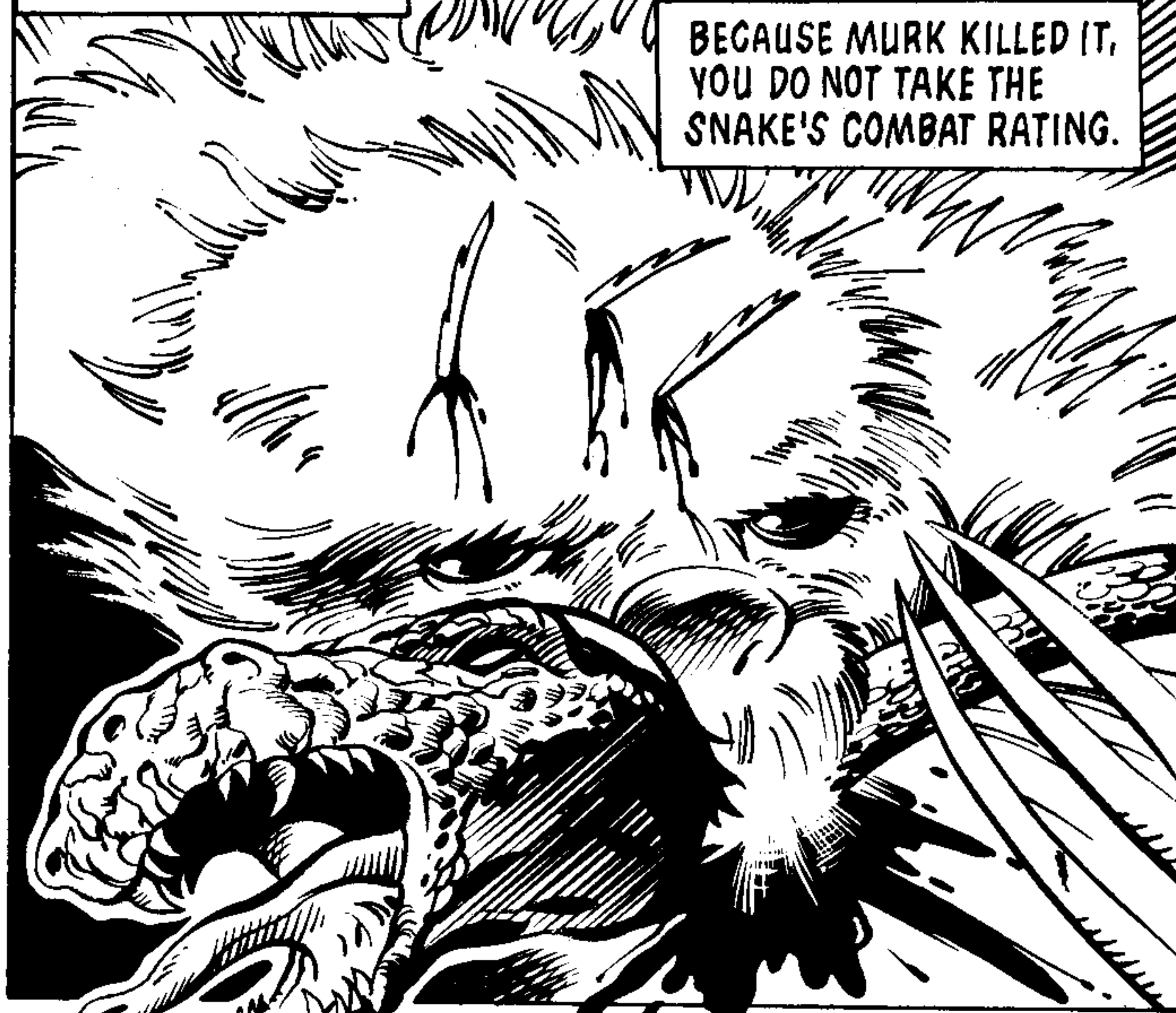
61

BEFORE THE VENOM
CAN AFFECT IT, MURK
RUNS ACROSS TO A PLANT,
EATS A LEAF, AND THEN
RETURNS TO THE FIGHT. . .



62

THE SNAKE FIRES TWO MORE POISON DARTS, AND TWICE
MORE MURK EATS A LEAF BEFORE RETURNING TO THE
BATTLE. . . THE SERPENT HAS NOW RUN OUT OF STINGS AND MURK
BITES ITS HEAD OFF.



BECAUSE MURK KILLED IT,
YOU DO NOT TAKE THE
SNAKE'S COMBAT RATING.

63

THE DAWN LIGHT IS NOW POURING
THROUGH THE TREES. MURK HAS A
LAST LICK OF YOUR ARMPIT, THEN HEADS
OFF INTO THE UNDERGROWTH TO HIS NEST. . .



YOU RETURN TO THE CAMP.
GO TO 38.

64

YOU SEIZE THE LEAF, BUT IN
YOUR PAIN YOU DIDN'T SEE
THE **NAPALM TREE** HIDING
BEHIND. NEXT MOMENT, IT
DROPS A GLOBE OF BLAZING
FUEL ONTO YOU. GO TO 41.

65

YOU CHEW THE LEAF AND IT
NEUTRALISES THE VENOM.
YOU'RE READY TO RETURN
TO THE BATTLE, ALTHOUGH
WEAKENED BY THE
ATTACK. LOSE 3 COMBAT
POINTS AND GO TO 11.

66

YOU REACH THE OTHER SIDE AND
MARCH ON UNTIL IT GROWS DARK...

WE'LL MAKE
CAMP HERE.

NO, KEEP GOING, ROGUE.
I COME ALIVE IN THE
HOURS OF DARKNESS!

YEAH-GET THE
GARLIC READY.

FORGET IT. WE'LL NEED
ALL OUR ENERGY FOR
THE LAST LAP. ROSE...

SEE IF
YOU CAN
MAKE
CONTACT
WITH
MILLI-COM.

YOU GOT IT,
ROGUE.

68

I'LL TAKE
THE FIRST
WATCH.

69

THE HEAT IS EVEN MORE
STIFLING AT NIGHT AND
YOU FEEL TOO EXHAUSTED TO MOVE...

COME ON, TROOPER -
CHECK OUT THE CAMP
PERIMETER.
MOVE IT!

YOU LOOKING FOR A
SERGEANT'S STAR ON
THAT GUN OF YOURS?

70

I'D PREFER AN OFFICER'S
PIPS... OR HOW ABOUT A
NOTCH FOR EVERY NORT
I KILL?

SYNTH OUT,
YOU PSYCHO!

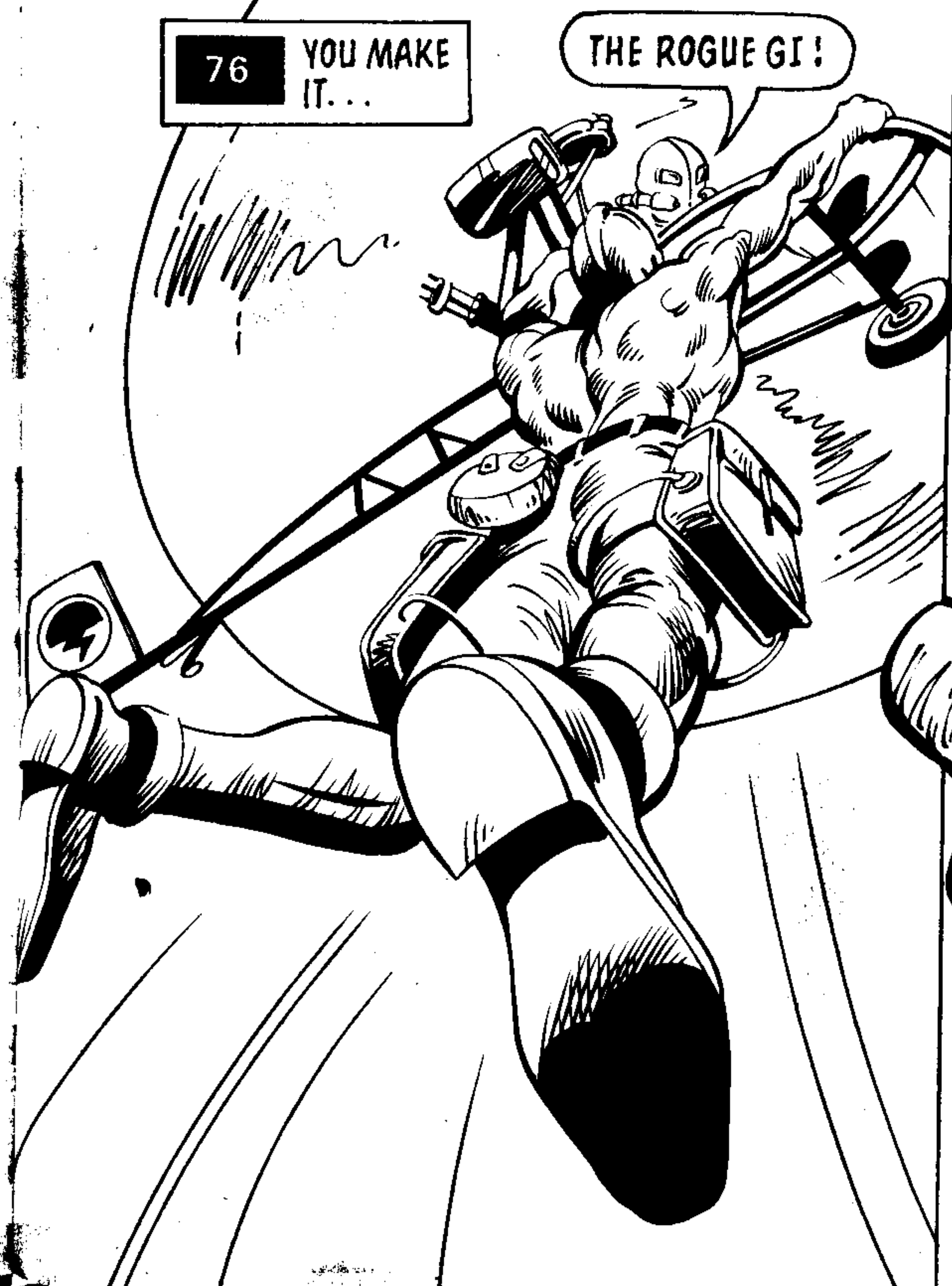
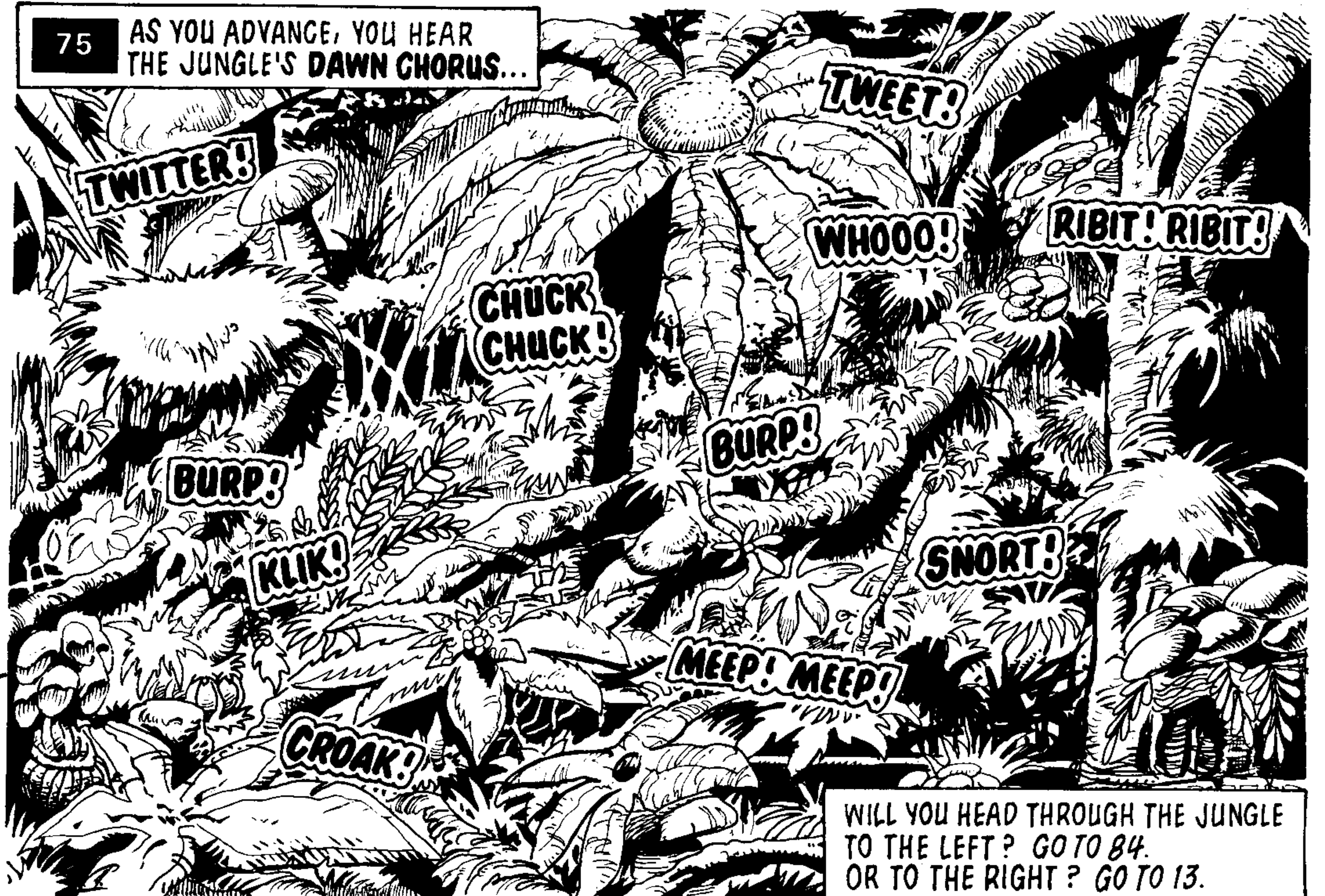
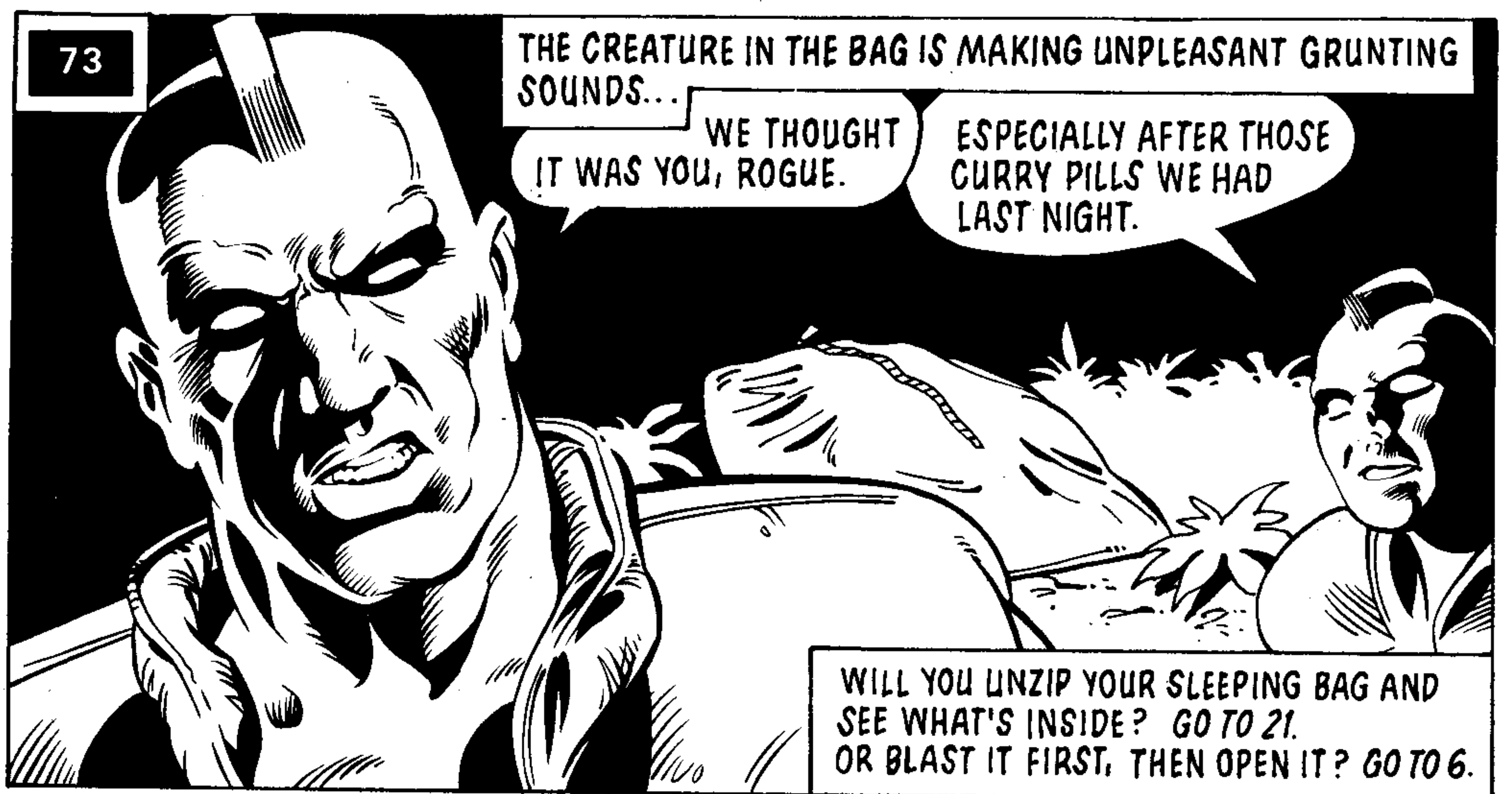
71

BUT ALL IS QUIET, AND IT WOULD SEEM EVEN HELL-HUNT JUNGLE HAS TO
SLEEP. AT THE END OF YOUR WATCH YOU GO TO WAKE LARSON, BUT...

ROGUE! WH-WHAT ARE YOU
DOING STANDING THERE?
WE THOUGHT YOU WERE
ASLEEP.

WHAT ARE
YOU TALKING
ABOUT?

GO TO 72.



78 A **SAW-JAW** APPEARS... A SCORPION ARMED WITH REVOLVING TEETH. BEFORE YOU CAN MOVE, IT CUTS THROUGH THE ROPES...

NO!

BZZZZZZ!

79

AAAGGH!

80

YOUR BACK IS BROKEN BY THE FALL AND YOU LIE THERE HELPLESS. THE SAW-JAW LEAPS AFTER YOU, ITS ARMOUR PLATING ABSORBING THE SHOCK...

81

IT CLIMBS ON TOP OF YOU, STARTS ITS 'CHAIN-SAW', AND BEHEADS YOU.

HELL-HUNT JUNGLE HAS CLAIMED ANOTHER VICTIM.

82

YOU DROP BAGMAN, GUNNAR AND HELM, AND THE GYRO LURCHES INTO THE SKY - BUT...

YOU'RE NOT DESERTING YOUR **BUDDIES**, ROGUE! IF **WE** DIE...

PTOO!

83

...YOU DIE WITH US!

THE END.

84

YOU HEAR THE CLICK OF A SNIPER'S RIFLE AND ADVANCE ON ALL FOURS...

85

ZZIPP!

HE CAN
STILL
SEE ME!

86

ZZIPP!
ZZIPP!
ZIP!

HELL!
THEY'RE
ALL AROUND
US!

IF EARLIER YOU SAID TO
GUNNAR "SYNTH OUT, YOU
SCUZZ-BALL!", GO TO 46.
IF YOU DID NOT, GO TO 10.

87

YOU FINALLY RIP OUT HIS
AIR PIPES AND THE NORT
SUFFOCATES. AS YOU PUSH
HIS BODY OFF YOU...

NORT AUTO-GYRO!
GET UNDER
COVER!

88

THE AUTO-GYRO HOVERS
OVERHEAD, LOOKING
FOR VICTIMS...

89

HERE - TAKE CARE OF MY BUDDIES.
I'M GONNA JUMP HIM.

WHAT?
YOU'RE CRAZY!

IF YOUR COMBAT RATING
IS 8 OR MORE, GO TO 76.
IF IT'S LESS, GO TO 52.

90

NEXT MORNING YOU AWAKE JUST BEFORE DAWN FEELING REFRESHED AFTER A GOOD NIGHT'S SLEEP. GAIN 2 COMBAT POINTS.

WHAT ARE YOU DOING, MA?

WORKING ON A FORCE-FIELD TO KEEP YOU IN.

IF MURK IS WITH YOU, GO TO 23. IF YOU KILLED HIM, GO TO 38.

91

MINUS THE MACHINE-GUN, YOU SOAR INTO THE SKY...

92

AN HOUR LATER YOU REACH A SOUTHERN BASE. THE KILLOTHON IS OVER - YOU HAVE TRIUMPHED OVER HELL-HUNT JUNGLE!

THANKS, ROGUE. WE OWE YOU OUR LIVES.

I HOPE THINGS WORK OUT FOR YOU, LARSON... AND I HOPE MILLI-COM LEAVE YOU IN PEACE.

93

WE'LL SURVIVE, NO MATTER WHAT... WE'VE A SAYING IN OUR FAMILY - "THE FOOD AND THE MONEY'S NOT MUCH... BUT THE LAUGHS ARE PLENTIFUL."

AND FOR THE FIRST TIME IN AGES, YOU SMILE.

94

YEAH! YOU KNOW, GUYS, I GUESS IT SOUNDS KINDA MAD... BUT I'VE REALLY ENJOYED THESE LAST COUPLE OF DAYS!

WHAT?

95

SYNTH OUT, YOU SCUZZ-BALL!

THE END.

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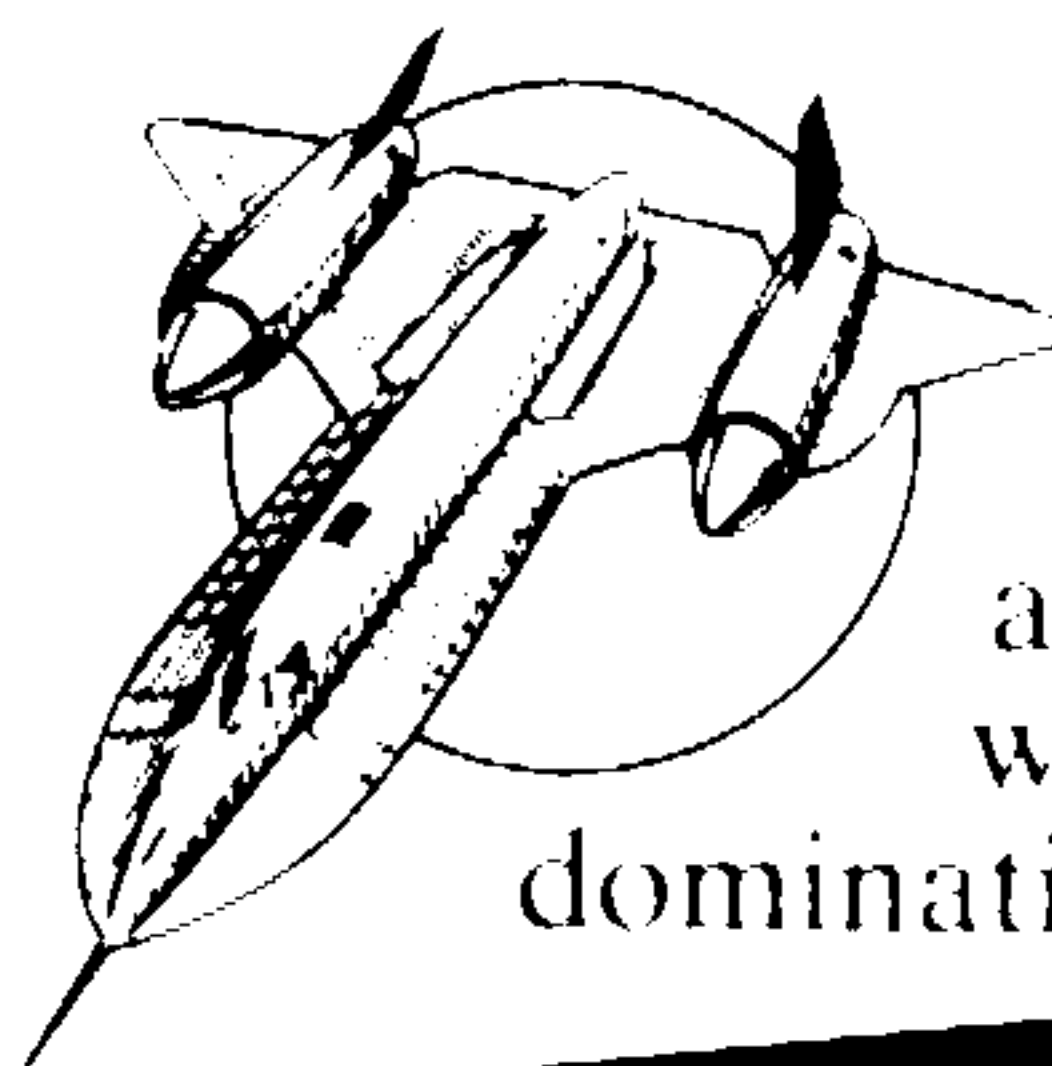


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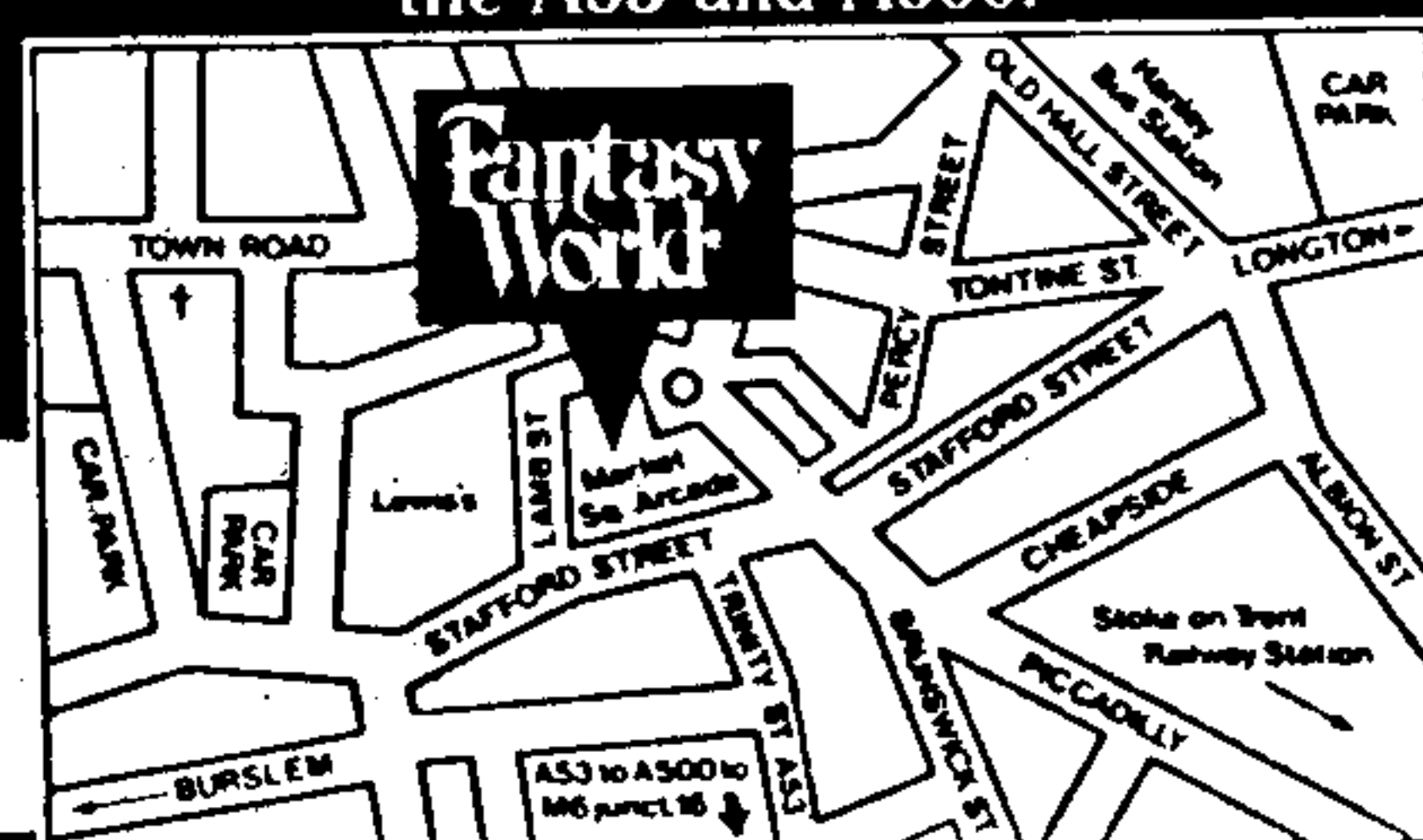
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YOU WON'T BE DISAPPOINTED . . .

You Are The

DICE in "Dark Powers"



ART
JOHN RIDGWAY

STORY/GAME
PAT MILLS

LETTERING
KID ROBSON

I often go on bitter nights
To Wotan's oak in the quiet glade
With Dark Powers to weave a union -
The runic letters the moon makes with its magic spell
And all who are full of impudence
during the day
Are made small by the magic formula!
They have shining steel - but instead
of going into combat
They solidify into stalagmites.
So the false ones part from the real ones...

Poem by Adolf Hitler

BACK- GROUND

YOU are RICK FORTUNE, Investigator of strange events on a strange planet called Earth. In the course of your investigations you discovered the legendary DICE OF DESTINY - two stone dice that tap the Forces of the Cosmos. Created by the Master Masons of Atlantis, they are storehouses of astral power. The dice do not predict the future - they *change* it.

Already you have used the dice and seen their terrifying powers in action. And begun to fear them... They are your treasure and your burden, your power and your curse...

Your latest case began when you received a curious invitation from Nazi Germany to attend a celebration of Walpurgis Night at the strange Externsteine Rocks - Germany's equivalent of Stonehenge. Like the Dice of Destiny, these ancient needles of stone are believed to be charged with power from the stars.

The invitation is from a Wolfram Von Sievers, President of the German Ancestral Heritage Organisation. Your fame as a psychic investigator has spread to Germany and they would be honoured by your presence.

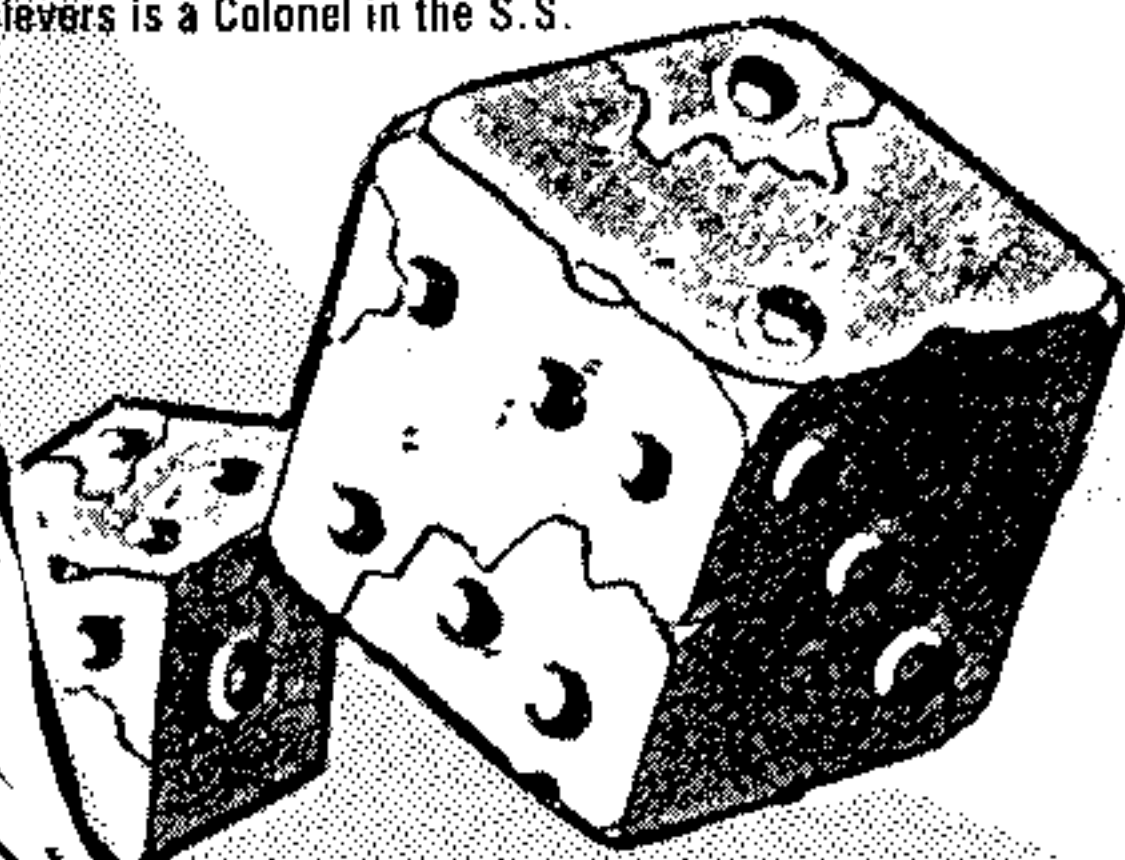
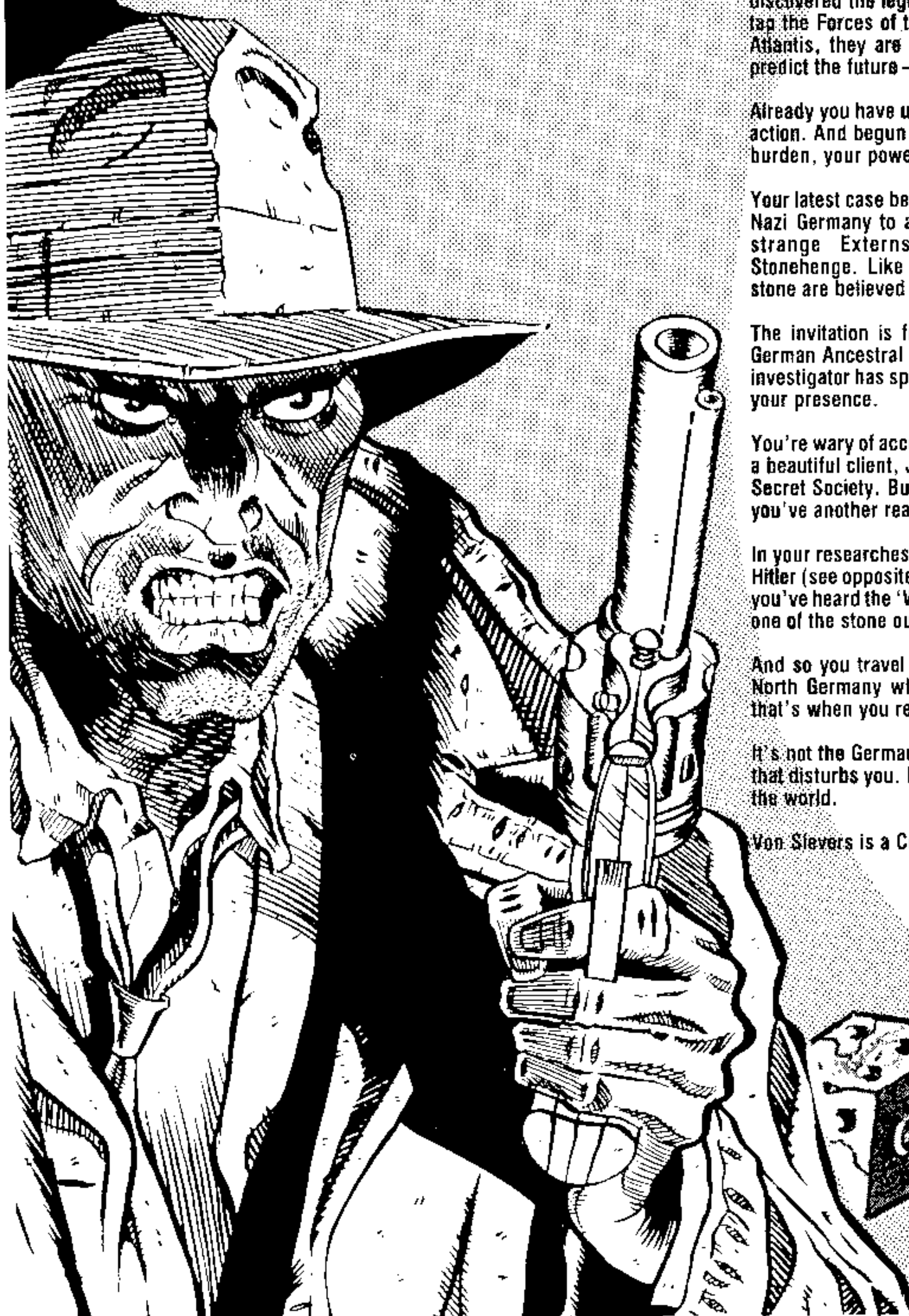
You're wary of accepting after your last adventure when you saved a beautiful client, Joyous Gard, nicknamed KILLJOY, from a Nazi Secret Society. But this organisation seems innocent enough and you've another reason for wanting to visit the Rocks...

In your researches, you've come across a puzzling poem by Adolf Hitler (see opposite). You've always wanted to solve the riddle and you've heard the 'Wotan's Oak' Hitler visited was actually on top of one of the stone outcrops...

And so you travel by transatlantic liner to the port of Bremen in North Germany where Von Sievers is waiting to meet you. And that's when you realise your curiosity may cost you dear...

It's not the German's shifty, darting eyes or sinister, black beard that disturbs you. It's the uniform - of the most evil organisation in the world.

Von Sievers is a Colonel in the S.S.



As you drive through the dark Teutoburger Forest on your way to the Externsteine, you see villagers ringing bells and lashing the ground with whips.

'An old peasant custom,' Von Sievers smiles, 'to drive away Trolls and Witches. Tonight is Walpurgis Night when they believe the forces of evil are abroad...

'Satan's Night.'

His dark eyes gleam as he tells you it was in this forest that German barbarians scored an historic victory over the Romans.

Three Roman legions were massacred – over 12,000 men. Those who surrendered were nailed to the trees and mutilated before dying a slow, horrible death...

It was said the Germans had called on the dark powers of Wotan to destroy the enemies of the Fatherland...

You recall the legend of Wotan... The God of Victory, Death and Magic Power – sometimes known as the 'Hanged God' because for nine days and nights he hung from a sacred tree staring down a well into the depths of Hell.

He had wounded himself with the sacred spear Gungrir and, through these terrible torments, gained ultimate knowledge and power...

At last you reach the Externsteine and you notice how the stones are situated in a 'quiet glade' just as Hitler had described.

But there's no sign of 'Wotan's Oak' – only some stunted remains on one of the crags.

Von Sievers sees your interest and explains how a huge oak tree was cut down by Charlemagne in 772 AD to put an end to 'devil worship'. Its roots still grow inside the rock...

Before the ceremony, there is a party in one of the many caves carved into the rock.

You mingle with the guests who are admiring ancient rune signs on the cave wall.

You remember Wotan was the inventor of these symbols which are supposed to have magical powers...

And then Von Sievers enters, carrying a strange staff and now dressed in black flowing robes emblazoned with a gold pentangle.

The robes of a Satanist.

The guests whisper excitedly to him and one of them looks across at you and sneers. You wonder uneasily what's going on...

...But it's clear you're at a gathering of Satanists and something terrible is planned.

You decide to roll the Dice of Destiny, calling on their power to aid you.

After furtively rolling the stones, you pocket them and turn round, brushing against a high-ranking Nazi, spilling your drink down his uniform.

There's a shocked silence amongst the other guests. Everyone looks in your direction.

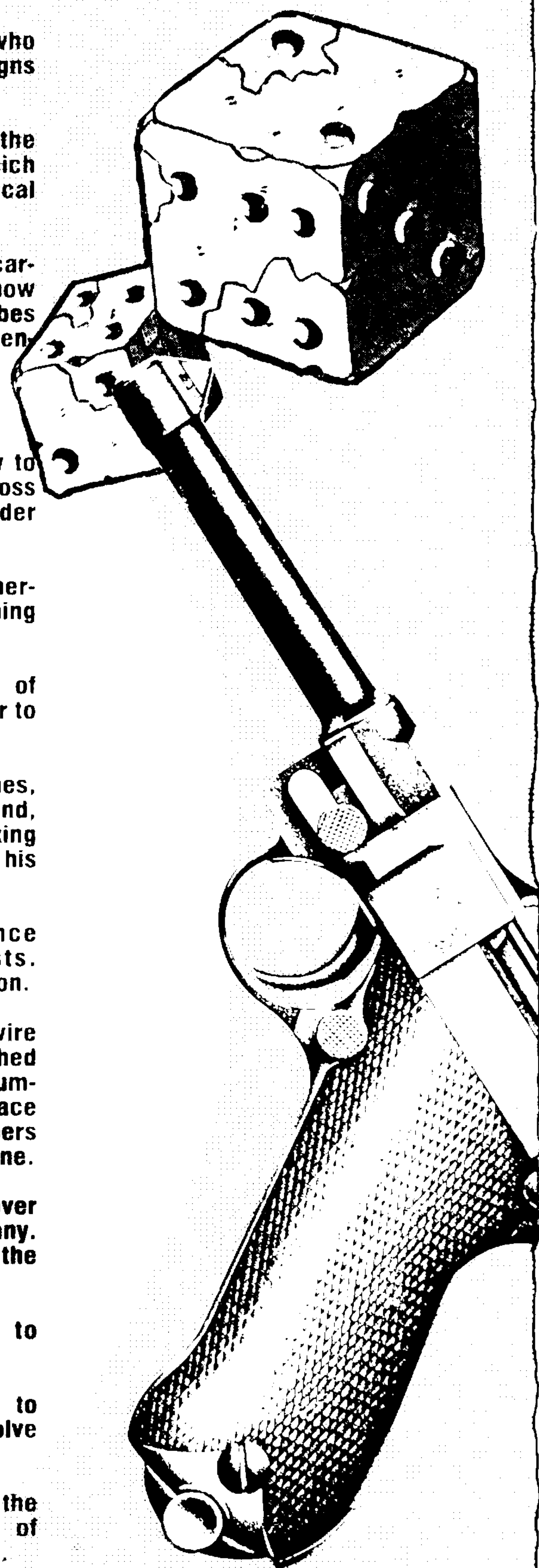
The Nazi glares through thin wire spectacles and, in a high pitched voice, curses you for your clumsiness. You recognise his face from his photo in the newspapers and a chill runs down your spine.

You have spilled your drink over the most feared man in Germany. Heinrich Himmler – head of the S.S.!

Your adventure is about to begin...

To succeed, you will have to outsmart Adolf Hitler and solve the riddle of his poem.

But first, you must understand the strange powers of the Dice of Destiny and how to roll them...



THE DICE OF DESTINY

You are still learning the secrets of the Dice, but have found a way to partly control their awesome powers.

Below, taken from your latest notes is a guide to what may happen when the Dice are cast...

1. The Web

Distorts the Web of Time and Space. Sometimes creates illusions and confusion. Allows me to walk through shadows unseen. May give premonitions of danger... traps...Affects enemies – makes them slow...clumsy... Is this because they're affected by Time?

2. The Key

Sharpens mental powers and increases my personal appeal. Under this 'force' I have translated ancient documents, cracked codes and detected traps. I'm able to influence people...make them like me.

3. Astragal

The number I dread for it contacts Astragal, Guardian of the Dice. This hideous creature will not come to my aid at once, but at a moment of great danger and will not leave again until he has glutted himself in ways too foul to describe... I am his Master and he hates me for it. I suspect if his gruesome appetites are not satisfied in full, he will turn on me...

4. The Fist

Greatly increases my strength and agility.

5. Lightning

The strangest number...appears to

be a gateway to the Cosmos. Usually, Astragal will appear through it, but at other times, strange phenomena such as blocks of ice and showers of frogs. And 'things' so vile, beside them Astragal seems as innocent as a babe...

6. The Bat

The shadowy wings of a great bat appear before my eyes when I roll this number, but nothing else happens. Perhaps a special chant or code is required to activate this force? Until I discover it, I roll the die again.

DICING WITH DEATH

It is now time for you to unleash the powers of the Dice of Destiny.

Roll one die once and refer to your notes to discover the 'Force' you control on this adventure.

If you would prefer another Force, roll the second die. You must then accept the second Force indicated.

You cannot go back to your original choice. Only if you get a six on either die may you roll again.

You dare not roll the dice anymore, because this would distort the space-time continuum too much – with fatal consequences for you.

You have called on powerful forces and they will not be cheated of your fate. You have 'cast your lot' and must accept it.

The die numbers are now referred to by their Forces (e.g. 1 : The Web).

Your PHYSICAL and MIND POWER are shown below. Make a note of them on a separate sheet for handy reference. You will have to deduct points from these ratings as you battle with foes – natural and unnatural.

Should your Physical Power be reduced to zero you are dead.

Should your Mind Power be reduced to zero you have been driven mad.

THE DICE MAN

Physical Power : 20

Mind Power: 20

If you control...

The Key – Add 10 to your Mind Power

The Web – Add 5 to your Mind Power

The Fist – Add 15 to your Physical Power



YOU ARE NOW READY TO START YOUR ADVENTURE – BE LUCKY!



7 AT THE END...

WHAT IS IT?

WOTAN'S "SPEAR"...
THE COSMIC CRYSTAL
THE HANGED GOD
STABBED HIMSELF
WITH.8 YOU CATCH A
GLIMPSE OF
IMPOSSIBLE ANGLES
TO OTHER DIMENSIONS
...MIND DAMAGE:
LIGHTNING—NONE.
OTHERS—I DIE.DON'T
LOOK
DIRECTLY
AT IT!

9

IT'S
INCREDIBLE!RICK!
THERE'S NO
TIME! THEY'RE
COMING!IF YOU WANT TO TAKE WOTAN'S SPEAR, GO TO 82.
IF YOU WOULD RATHER GO STRAIGHT ON, GO TO 70.

10

I DON'T
KNOW WHAT
YOU'RE
TALKING
ABOUT.PERHAPS A
SESSION AT
GESTAPO
HEADQUARTERS
WILL IMPROVE
YOUR MEMORY...

GO TO 23.

12 TOO LATE YOU REMEMBER
WOTAN GAINED POWER BY
STABBING HIMSELF WITH THE
"SPEAR".

AAAHHH!

YOU FALL INTO THE
PIT. GO TO 91.

11

ZOMBIES!

MIND DAMAGE: I DIE.
IF YOU CONTROL ASTRAGAL
OR LIGHTNING, GO TO 92.
IF THE WEB, GO TO 72.
OTHERS, GO TO 71.



13 YOU MANAGE TO GRAB THE SHROUDED FIGURE...

IF YOU HAVE WOTAN'S SPEAR, GO TO 26.
IF YOU DO NOT, GO TO 81.



14 THE FUHRER HIMSELF IS GRATEFUL TO YOU, FRAULEIN.

SO WHAT DOES HITLER WANT WITH TWO STONE CUBES?



16 IT FIGURES. IT'S LIKE MY IRISH GRANDMOTHER USED TO SAY... "PUT A BEGGAR ON HORSEBACK AND HE'LL RIDE TO HELL."

I'VE HEARD ENOUGH OF THIS FOOL'S PRATTLING...



15 HE HAS MADE CONTACT WITH BEINGS FROM THE INNER WORLD OF AGARTHA... CREATURES OF UNIMAGINABLE POWER!

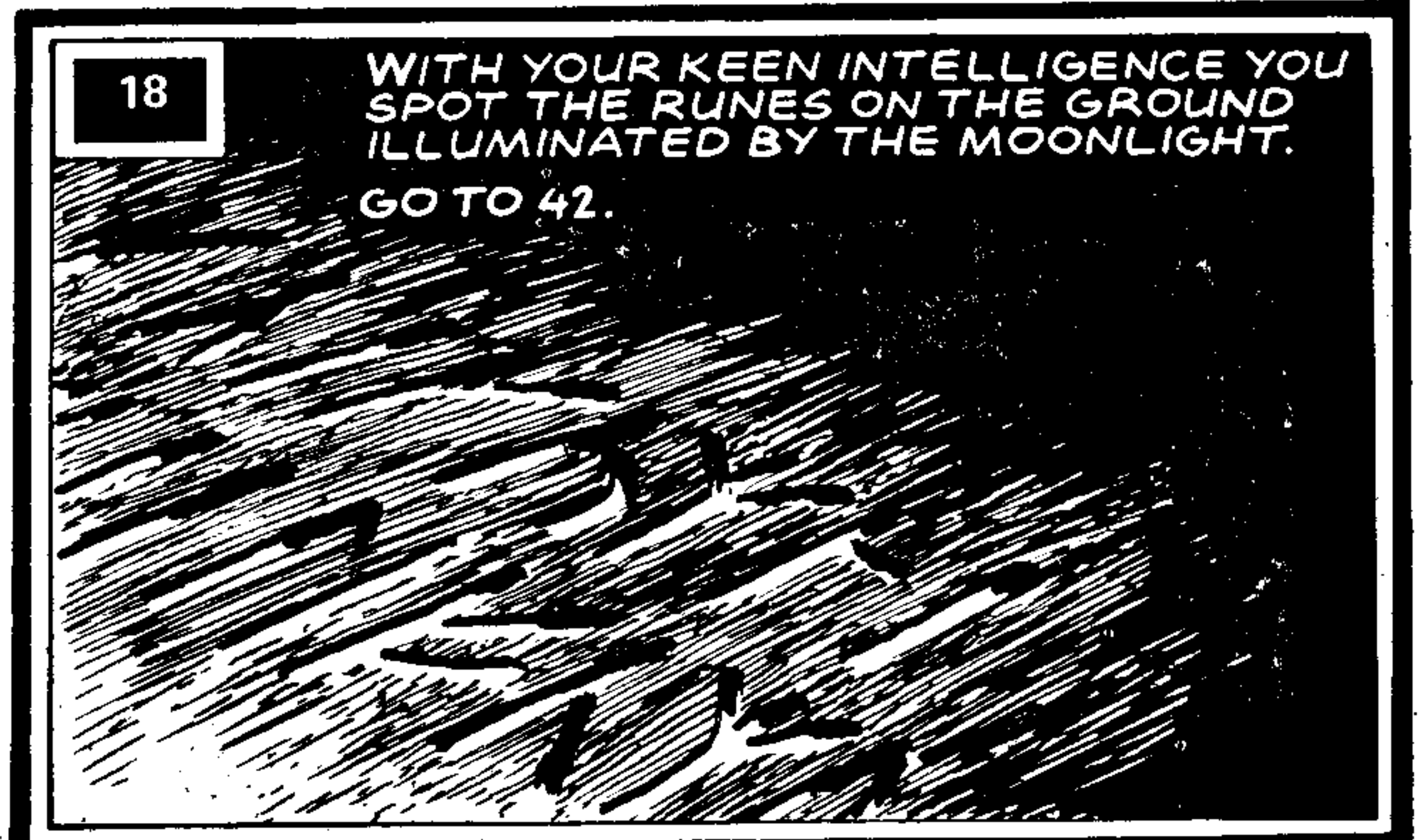
WITH THE DICE OF DESTINY, HE WILL CONTROL THEM!



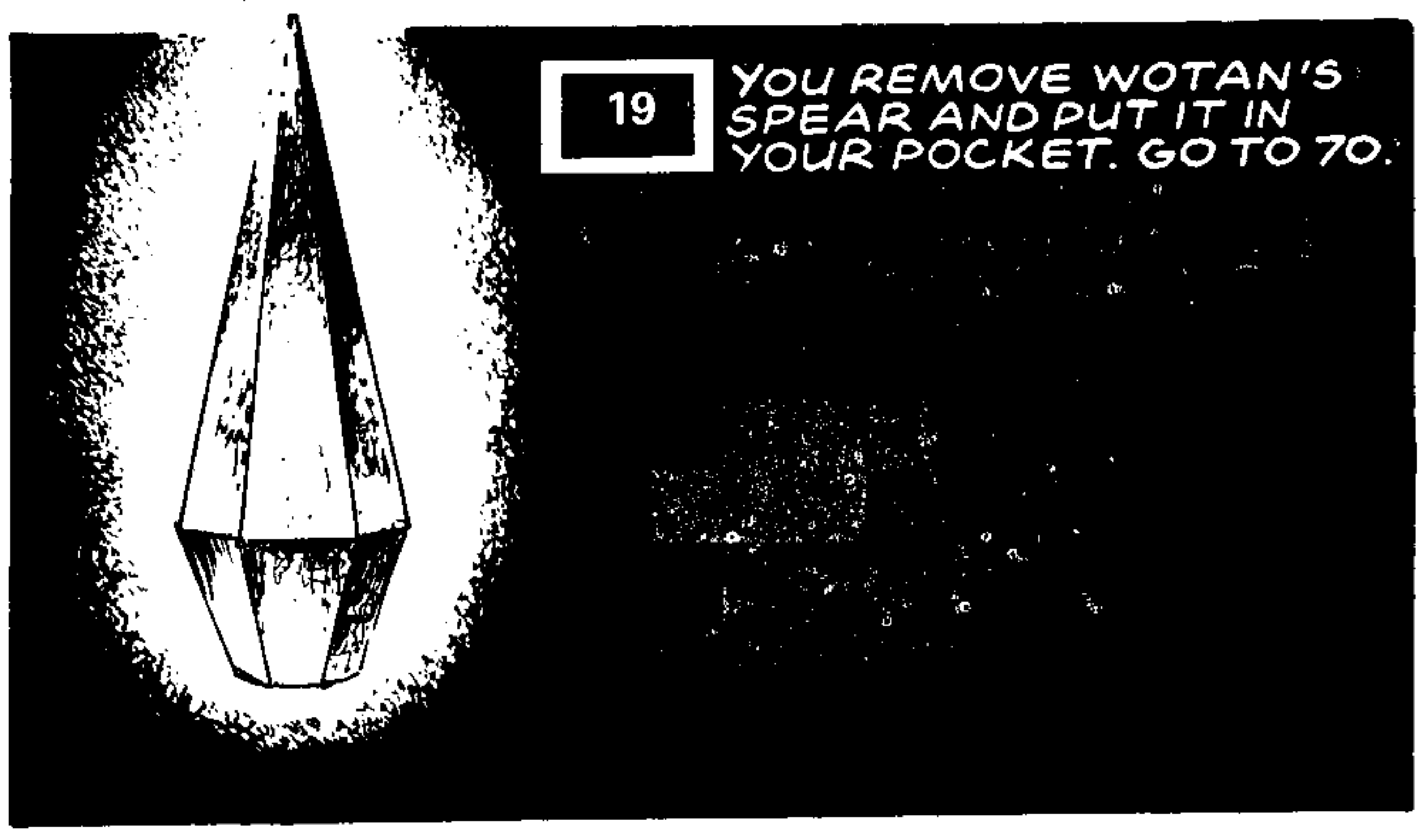
17

...KILL HIM!

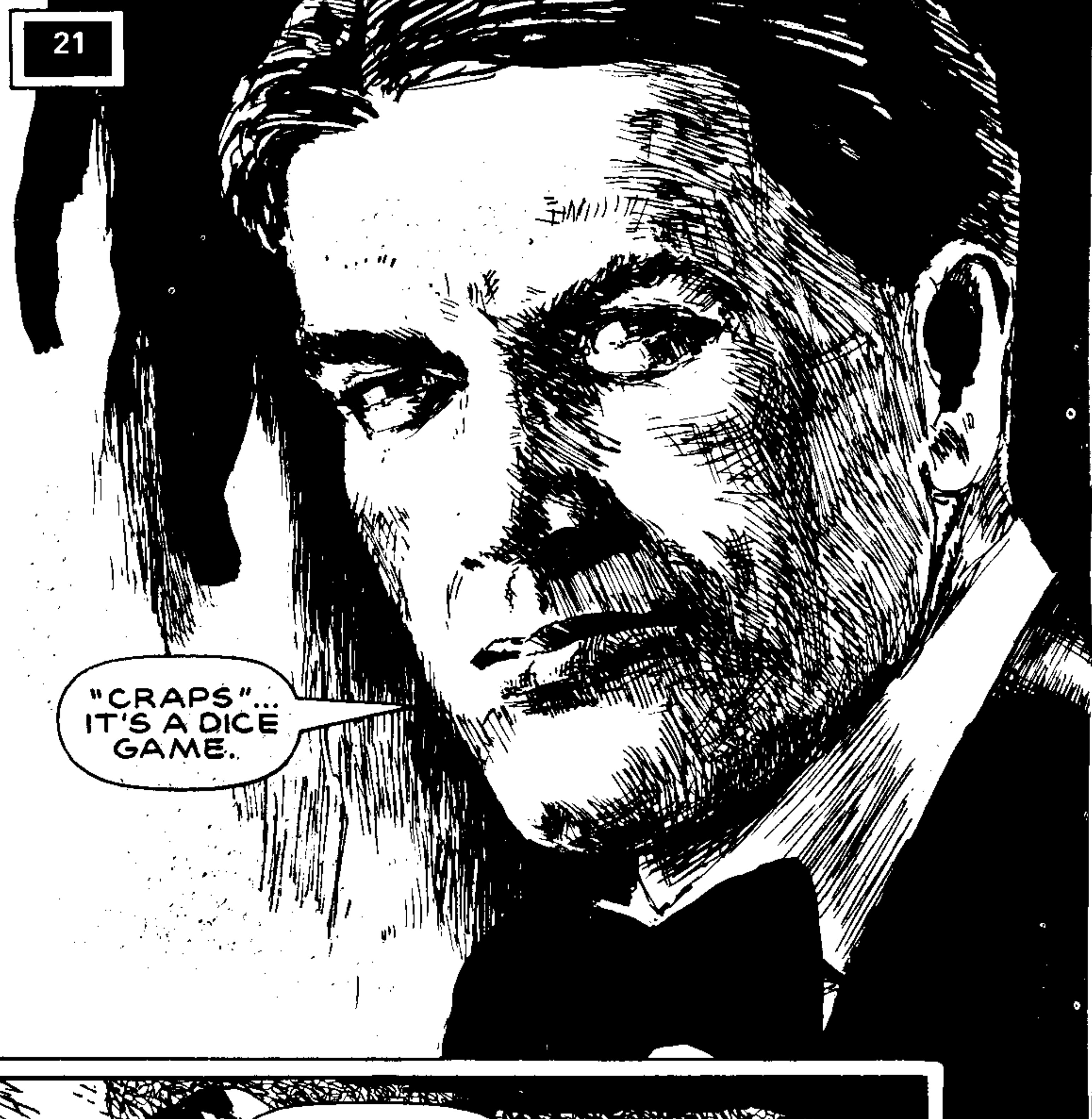
GO TO 44.



18 WITH YOUR KEEN INTELLIGENCE YOU SPOT THE RUNES ON THE GROUND ILLUMINATED BY THE MOONLIGHT. GO TO 42.



19 YOU REMOVE WOTAN'S SPEAR AND PUT IT IN YOUR POCKET. GO TO 70.



26

MIND DAMAGE:
1 DIE.

27

MIND DAMAGE:
1 DIE.

28

PHYSICAL DAMAGE: FIST —
NONE. OTHERS — 1 DIE.

DON'T FIRE!
YOU'LL HIT
WOTAN!

YOU TAKE OUT THE SPEAR...

...WHICH GLOWS WITH POWER.

29

IF YOU CONTROL ASTRAGAL
OR LIGHTNING, GO TO 43.

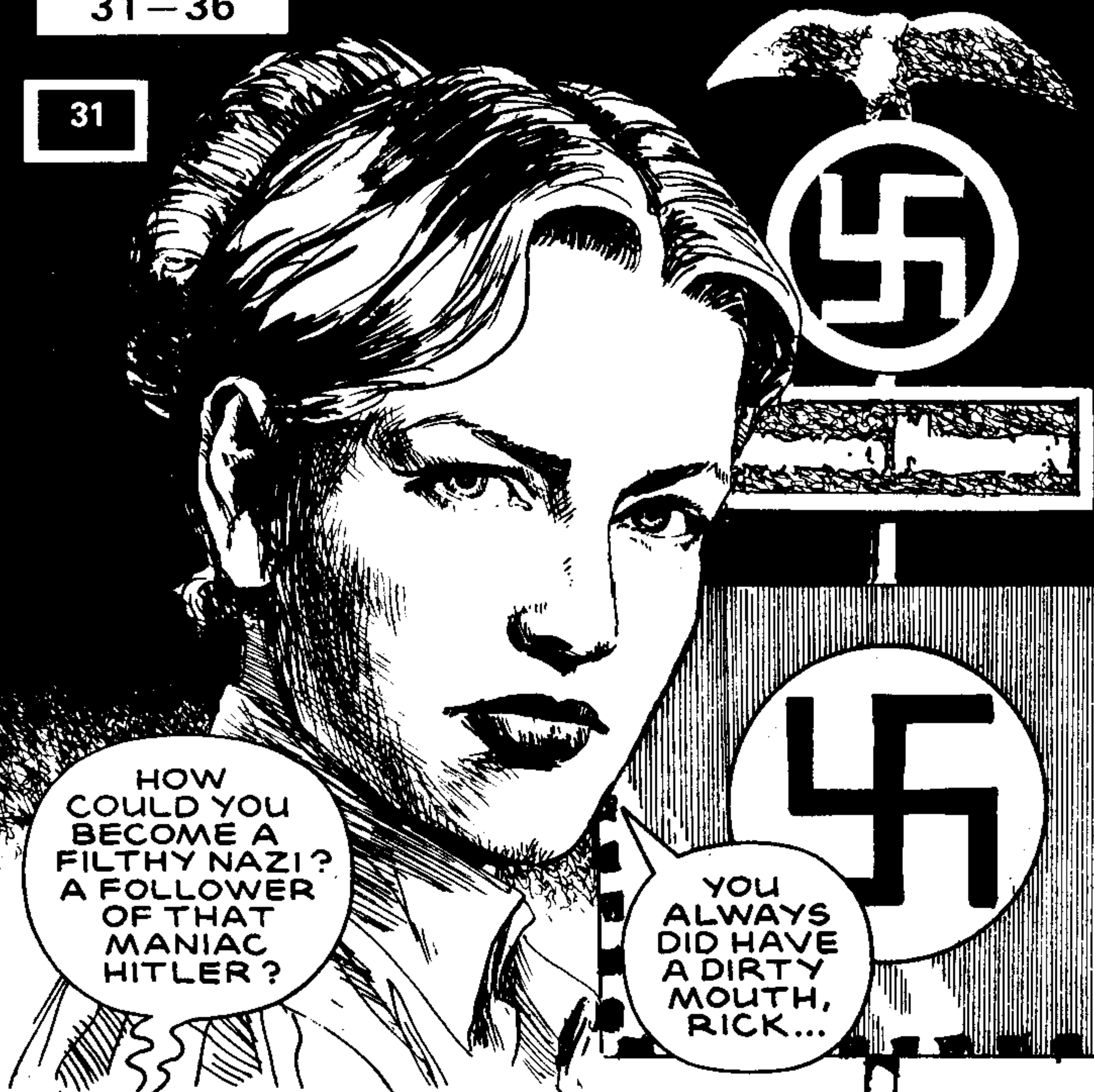
OTHERWISE...
WILL YOU STAB
WOTAN WITH
THE SPEAR?
GO TO 12.
OR THROW
THE SPEAR AT
THE NAZIS?
GO TO 67.

30

IF YOU CONTROL "THE FIST", HE
COLLAPSES IN AGONY. GO TO 56.

OTHERWISE, GO TO 55.

31



HOW COULD YOU BECOME A FILTHY NAZI? A FOLLOWER OF THAT MANIAC HITLER?

YOU ALWAYS DID HAVE A DIRTY MOUTH, RICK...

32 ...YOU ARE SPEAKING OF MY BELOVED FUHRER!



WEB: NO DAMAGE. OTHERS: PHYSICAL DAMAGE-1 DIE.

33 AS KILLJOY STANDS OVER YOU, SHE SLIPS YOU A MAUSER...



GET UP!

...WHICH YOU QUICKLY POCKET. GO TO 14.

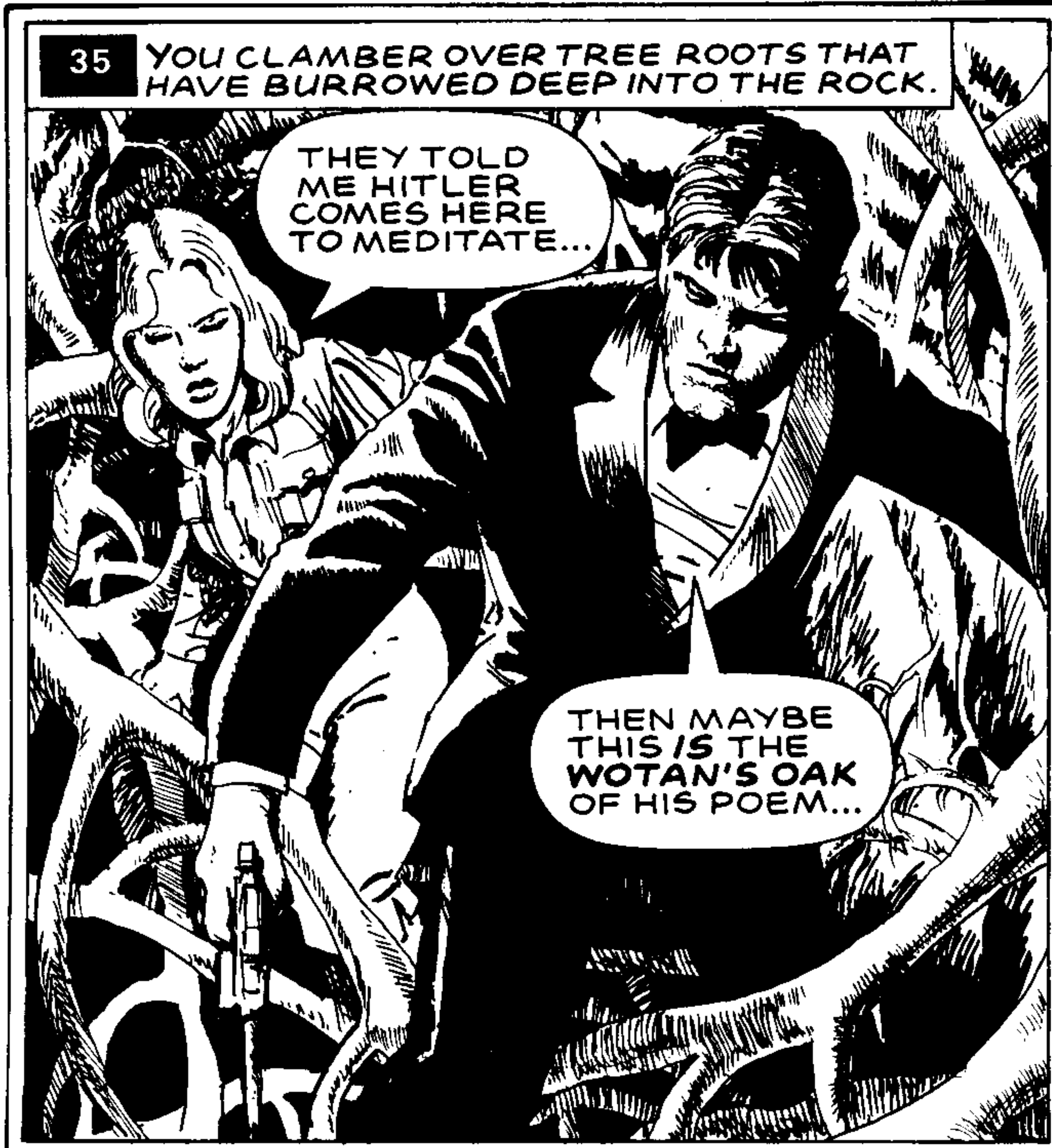
34



HIS GLASSES SMASHED, HE FIRES BLINDLY AFTER YOU...

WEB: NO DAMAGE. OTHERS: PHYSICAL DAMAGE-1 DIE. GO TO 56.

35 YOU CLAMBER OVER TREE ROOTS THAT HAVE BURROWED DEEP INTO THE ROCK.



THEY TOLD ME HITLER COMES HERE TO MEDITATE...

THEN MAYBE THIS IS THE WOTAN'S OAK OF HIS POEM...

36 YOU REACH ANOTHER CAVE...



DECIDE NOW WHAT YOU'RE GOING TO DO WITH YOUR GUN, AND WRITE IT DOWN. THEN GO TO 74.

37

I'M SORRY, RICK.
I HAD TO DO IT!

SAVE THE
EXPLANATIONS!
GET THAT
DOOR SHUT!

38 YOU BAR
THE CAVE
ENTRANCE...

THAT DEVIL VON
SIEVERS LURED
ME BACK TO
GERMANY... SAID
MY GRANDPARENTS
WERE ILL — THEN
SHOWED ME THE
CONCENTRATION
CAMP HE'D SEND
THEM TO IF I DIDN'T...
"CO-OPERATE"...

AND THE FANCY
DRESS YOU'RE
WEARING..?

39 I JOINED
THE PARTY
SO THEY'D TRUST
ME AND ISSUE MY
GRANDPARENTS
WITH EXIT-VISAS.

YOU'RE CRAZY... HAVE
YOU ANY IDEA WHAT
WILL HAPPEN IF THE
NAZIS GET THE DICE
OF DESTINY?

THEY
COULD WIN
A WORLD
WAR!

40 OH, I KNOW HOW
RESOURCEFUL
YOU ARE, RICK. I'M
SURE YOU WON'T LET
THAT HAPPEN!

41

COME ON. LET'S
FIND A WAY OUT
OF HERE — BEFORE
WE END UP IN A
CONCENTRATION
CAMP...

...IF WE'RE
LUCKY.

WILL YOU TAKE THE TUNNEL ON YOUR LEFT? GO TO 35.
OR THE TUNNEL ON YOUR RIGHT? GO TO 84.
IF YOU CONTROL THE WEB OR THE KEY, GO TO 78.

42 SEE HOW
THE RUNES
ARE FORMED BY
THE CRACKS...

"THE RUNIC
LETTERS THE
MOON MAKES
WITH ITS
MAGIC SPELL"...
HOW INGENIOUS
OF ADOLF.

GOTO 7.

43 YOU SEE ASTRAGAL WATCHING, LAUGHING AT YOUR PLIGHT... AND YOU REALISE HE HAS NO INTENTION OF HELPING YOU THIS TIME.

GO BACK TO 29 AND DECIDE WHAT TO DO WITH THE SPEAR.

44

RICK...

45

...OVER HERE!

46

SO! I WILL DEAL WITH YOU MYSELF!

WILL YOU PUNCH HIMMLER IN THE FACE? GO TO 25. OR KICK HIM IN THE STOMACH? GO TO 30.

47

YOU'VE WON. ONCE AGAIN, THE DICE HAVE PROVED TO BE YOUR TREASURE AND YOUR BURDEN... YOUR POWER AND YOUR CURSE...

YOU STILL HAVE TO ESCAPE FROM NAZI GERMANY, BUT—WITH KILLJOY'S HELP—YOU'LL MAKE IT.

48

HISTORICAL FOOTNOTE

HITLER WROTE HIS STRANGE POEM IN 1915 DURING THE FIRST WORLD WAR. SOON AFTER HE TOLD COMRADES, "YOU WILL HEAR MUCH ABOUT ME. JUST WAIT UNTIL MY TIME COMES..."

WOLFRAM VON SIEVERS WAS SENTENCED TO DEATH AT NUREMBURG FOR HIS PART IN EXPERIMENTS IN CONCENTRATION CAMPS. ON THE DAY OF HIS EXECUTION, HE PERFORMED A PAGAN RITUAL AND WENT TO THE GALLOWS UNREPENTANT—PERHAPS BECAUSE HIS GOD WAS WOTAN, LORD OF THE HANGED...

THE END.

49 YOU PASS SKELETONS INSIDE STALAGMITES...

POOR DEVILS. THE WEAPONS THEY CARRIED MUST HAVE ACTIVATED MANTRAPS...

AND THEN, OVER THE YEARS, THEY "SOLIDIFIED INTO STALAGMITES"...

50 YOU HEAD ON... (IF YOU THREW YOUR GUN TO THE FAR SIDE, YOU PICK IT UP)...

MOONLIGHT AHEAD!

IT'S OUR WAY OUT...

51 THE LIGHT'S COMING FROM A CHIMNEY IN THE ROCK, BUT...

DYNAMITE! THE NAZIS ARE BLASTING THEIR WAY IN!

52

WHICH WAY NOW?

IF YOU WISH TO TAKE THE LEFT PATH, GO TO 76. THE MIDDLE PATH, GO TO 42. THE RIGHT PATH, GO TO 79. IF YOU CONTROL THE KEY, GO TO 18.

53

WAIT! HOLD YOUR FIRE!

WHY? HE IS AN ENEMY OF THE REICH!

54 I CAN'T HELP IT. I LIKE HIM.

AS THE NAZIS BRIEFLY STOP FIRING, KILLJOY GETS ACROSS. THEN IT'S YOUR TURN... GO TO 60.

55 DESPITE THE PAIN, HE MANAGES TO FIRE AFTER YOU.

PHYSICAL DAMAGE—WEB: 1 DIE. OTHERS: 2 DICE. GO TO 56.

56

DOWN THE CRAG!

NO—WE'D NEVER MAKE IT...

57

WHAT ABOUT THAT CAVE?

THAT'S HITLER'S PRIVATE SANCTUM! RICK, YOU'RE MAD!

58

YOU ONLY JUST NOTICED?

60

AS MORE STORMTROOPERS POUR INTO THE CRYPT...

59

DAMN! GUN'S JAMMED!

IF EARLIER KILLJOY SLIPPED YOU A MAUSER, GO TO 37. IF SHE DID NOT, GO TO 73.

RICK! COME ON!

WILL YOU GET ACROSS BY... THE LEFT WALL? GO TO 75. THE RIGHT WALL? GO TO 80. OR WILL YOU SWING ACROSS THE MIDDLE? GO TO 13.

61 ...A SHROUDED FIGURE
SUSPENDED OVER A PIT...

WOTAN!
THE
HANGED
GOD!

HITLER MUST
HAVE FOUND
HIS BODY—AND
USED IT AS A
POWER SOURCE
FOR HIS SATANIC
EMPIRE.

62 BUT
I
THOUGHT
WOTAN
WAS A
MYTH?

NO...A MAN WHO BECAME ONE.
SOME BELIEVE HE WAS ONE OF
THE MASTERS FROM AGARTHA
WHO SAVED THE NORDIC PEOPLE
WHEN EARTH'S SECOND MOON
CRASHED INTO THE PLANET.

63

AND
YOU?

I'VE FREED
MY MIND OF
BELIEVING IN
ANYTHING—BUT
IF IT IS WOTAN,
THIS PIT COULD
BE ONE OF THE
GATEWAYS TO THE
INNER WORLD.

64

IT SURE ISN'T
THE GATEWAY TO
CENTRAL PARK.

65

FIND FORTUNE
AND THE GIRL!

GET ACROSS.
I'LL COVER
YOU!

66

DESTROY
THEM!

IF YOU CONTROL THE
KEY, GO TO 53.
IF YOU HAVE A GUN,
GO TO 77.
IF YOU DO NOT, GO TO 83.

67



68



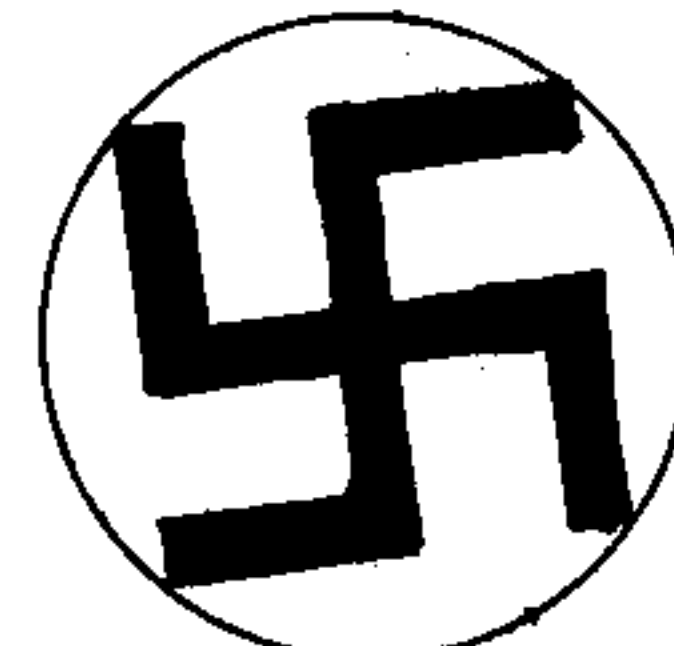
69



SEPERATED FROM HIS SPEAR, WOTAN BECOMES A CORPSE AGAIN AND YOU SWING ACROSS...

GO TO 85.

70



WITH VON SIEVERS AND HIS STORMTROOPERS HARD ON YOUR HEELS, YOU DESCEND A WINDING STAIRCASE DEEP INTO THE ROCK.

YOU NOTICE A HORRIBLE SMELL WAFTING UP FROM A CRYPT... THEN, AS YOU DRAW CLOSER, YOU REALISE WHERE IT'S COMING FROM...

GO TO 61.

71 THE CREATURES ATTACK YOU...



IF YOU HAVE A GUN IT WILL HOLD THEM AT BAY. OTHERWISE, PHYSICAL DAMAGE: FIST-1 DIE. KEY-2 DICE.

72 THEN THEY CRUMBLE INTO DUST...



GO TO 47.



73

KILLJOY REALISES SHE DROPPED A MAUSER SOME YARDS BACK. YOU RUN AND PICK IT UP, RETURNING TO THE CAVE AMIDST A HAIL OF BULLETS.

PHYSICAL DAMAGE - WEB: 1 DIE.
OTHERS: 2 DICE.

GO TO 37.

74

IF YOU LEFT YOUR GUN BEHIND OR THREW IT TO THE FAR SIDE OF THE CAVERN, GO TO 49.

IF YOU KEPT YOUR GUN, GO TO 86.

IF YOU FIRED IT AT THE STALAGMITES, NOTHING HAPPENS AND YOU ENTER WITH YOUR GUN. GO TO 86.

75

YOUR FINGERS FAIL TO GET A GRIP ON THE SLIME-COVERED WALL AND YOU FALL INTO THE PIT. GO TO 91.

IF YOU CONTROL THE FIST, GO TO 13.

76

THE FLOOR IS CARPETED IN WHITE BAT DROPPINGS. YOU FOLLOW FOOTPRINTS DOWN IT, UNTIL YOU FIND YOURSELF FACE TO FACE WITH...

GO TO 7.

77

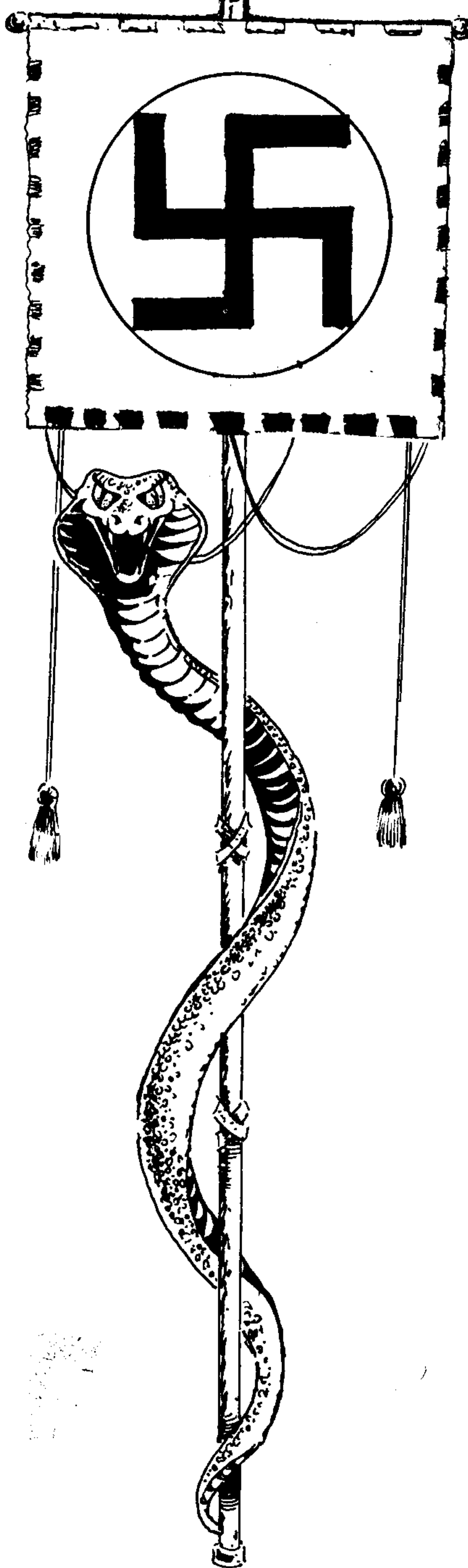
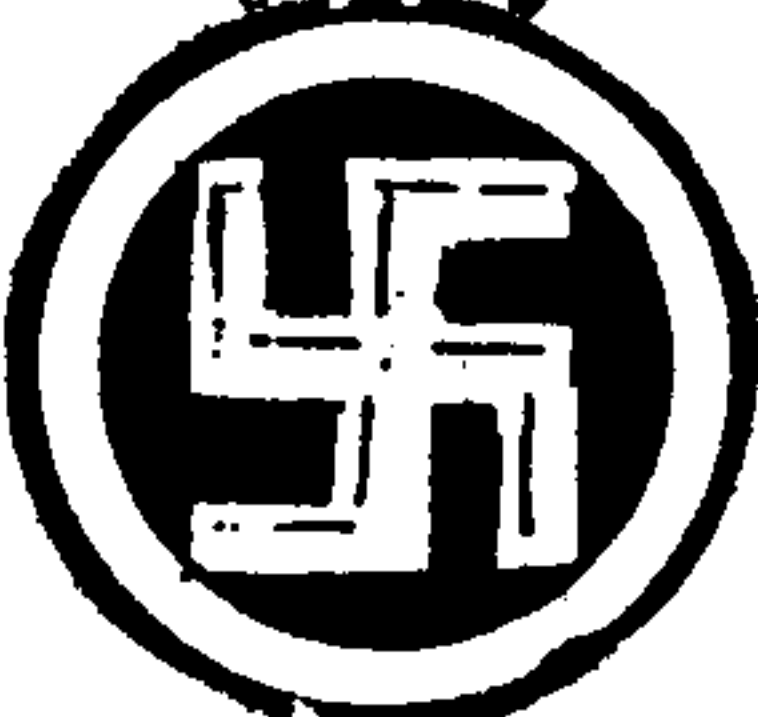
THE STORMTROOPERS OPEN FIRE ON YOU.

PHYSICAL DAMAGE - WEB : NONE.
OTHERS : 1 DIE.

YOU RETURN FIRE, GUNNING SEVERAL DOWN. THEN, WITH KILLJOY SAFELY ACROSS THE PIT, IT'S YOUR TURN. GO TO 60.

78

YOU HAVE AN UNEASY FEELING THE TRAP'S ON THE RIGHT, AND TAKE THE LEFT TUNNEL. GO TO 35.



79

NOTING HOW TREE ROOTS RUN THROUGH THE TUNNEL, YOU HEAD DOWN IT - UNTIL YOU FIND YOURSELF FACE TO FACE WITH...

GO TO 7.

80

KILLJOY WAS LIGHTER AND THE ROTTEN, MAGGOT-RIDDEN ROOTS JUST TOOK HER WEIGHT. BUT AS YOU CLIMB ACROSS THEY SNAP, AND YOU FALL INTO THE PIT. GO TO 91.

IF YOU CONTROL THE FIST, GO TO 13.

81

YOU SWING ACROSS ON THE CORPSE, BUT YOU'RE HIT BY MACHINE-GUN BULLETS AND FALL INTO THE PIT. GO TO 91.

82

IF YOU ARRIVED HERE BY THE LEFT OR RIGHT TUNNEL, GO TO 94.

IF BY THE MIDDLE TUNNEL, GO TO 19.

83

THE STORMTROOPERS OPEN FIRE ON YOU...
ALL YOU CAN DO IS PROVIDE A DECOY TARGET WHILE KILLJOY GETS ACROSS.

PHYSICAL DAMAGE - WEB OR FIST : 1 DIE. OTHERS: 2 DICE.

THEN IT'S YOUR TURN TO CROSS THE PIT. GO TO 60.

84

YOU HEAD ALONG THE TUNNEL A SHORT WAY WHEN YOUR FOOT PRESSES A PRESSURE PLATE IN THE GROUND. NEXT MOMENT, A CROSSBOW FIRES A QUARREL AT YOU.

PHYSICAL DAMAGE - WEB: NONE.
OTHERS: 1 DIE.

YOU DECIDE TO TAKE THE OTHER TUNNEL. GO TO 35.

85

YOU FIND AN OPENING IN THE ROCK FACE WHICH LEADS OUT INTO THE FOREST...

THEN, AS YOU HEAD BETWEEN THE TREES, YOU HEAR MOANING. YOU TURN TO SEE YOU ARE BEING PURSUED BY THE STORMTROOPERS, TRANSFORMED BY WOTAN'S SPEAR INTO...

GO TO 11.



86 AS YOU ADVANCE, YOU SEE SHADOWY FIGURES WITHIN THE ROCKS...

LIKE
INSECTS
TRAPPED IN
AMBER...

87

CLICK!

88

SHUNK! SHUNK!

BY CARRYING A GUN, YOU'VE BROKEN A MAGNETIC CIRCUIT—TRIGGERING ANCIENT MANTRAPS...

89 AAAGGH!
GET
THEM OFF ME!

KILLJOY TRIES TO PULL
THE RUSTY TEETH
APART...IN VAIN.

90 YOU SEE PAST VICTIMS ILLUMINATED INSIDE LIMESTONE PRISONS. AS WATER DRIPS DOWN ON YOU, YOU REALISE...IN A HUNDRED YEARS, YOU WILL END UP LIKE THEM!

91

THE CREATURES IN THE PIT HAVE BEEN WAITING FOR YOU...AS THEY REACH OUT HUNGRILY, YOU KNOW THIS IS...

"THEY HAVE SHINING STEEL, BUT INSTEAD OF GOING INTO COMBAT, THEY SOLIDIFY INTO STALAGMITES. SO THE FALSE ONES PART FROM THE REAL ONES..." —ADOLF HITLER.

THE END.

THE END.



92

THE GUARDIAN OF THE DICE APPEARS! YOUR MIND STILL REELS FROM THE SIGHT OF HIS THREE FACES WHICH, LIKE A DIE, ARE ALL YOU CAN SEE...

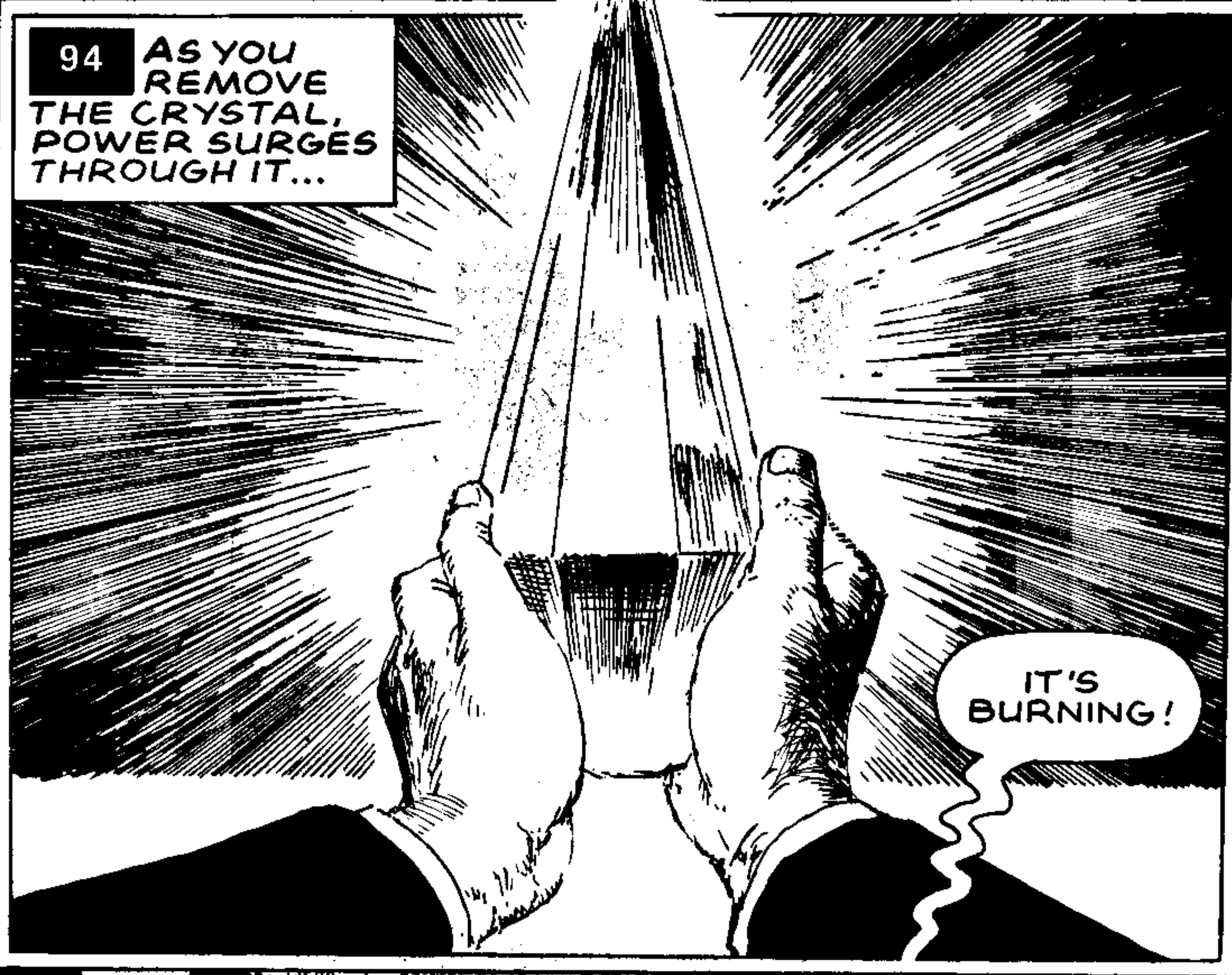
...YET YOU KNOW, IN ANOTHER DIMENSION, THERE ARE THREE MORE!



93

YOU WATCH HORRIFIED, YET FASCINATED, AS HE ATTACKS THE ZOMBIES... MIND DAMAGE: 1 DIE...

...UNTIL AT LAST THE UNEQUAL FIGHT IS OVER. GO TO 47.



94 AS YOU REMOVE THE CRYSTAL, POWER SURGES THROUGH IT...

IT'S BURNING!



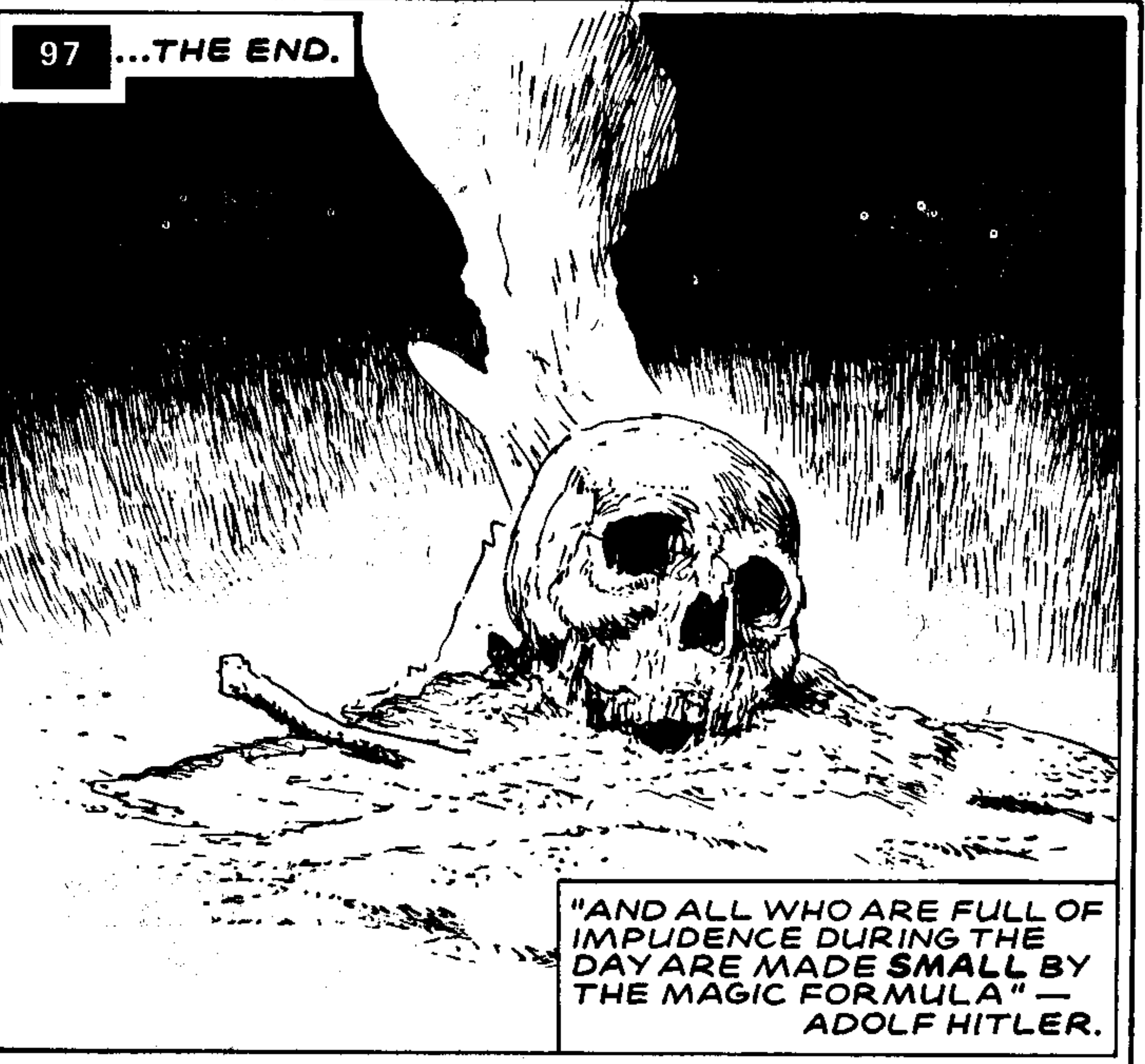
95 NOW YOU WILL NEVER KNOW WHAT YOUR MISTAKE WAS...

RICK!



96 BECAUSE FOR YOU...

THIS IS...



97 ...THE END.

"AND ALL WHO ARE FULL OF IMPUDENCE DURING THE DAY ARE MADE SMALL BY THE MAGIC FORMULA" — ADOLF HITLER.

DICEMAN



ABC

THE PAGE WHERE *YOU* CAN TALK ABOUT EVERYONE INVOLVED WITH THE MAGAZINE WITHOUT *THEM* FINDING OUT UNTIL *IT'S* BEEN PRINTED!

Ha! Here we are again, back where the real action is. I'm Mervyn, of course, and I get the dubious honour of sorting out the mail you send in, and passing it on to someone who can read. There have been a lot of letters over the last couple of months, mostly about our second issue, although there were one or two dimmies who'd only just found out about DICEMAN 1 (I blame the parents).

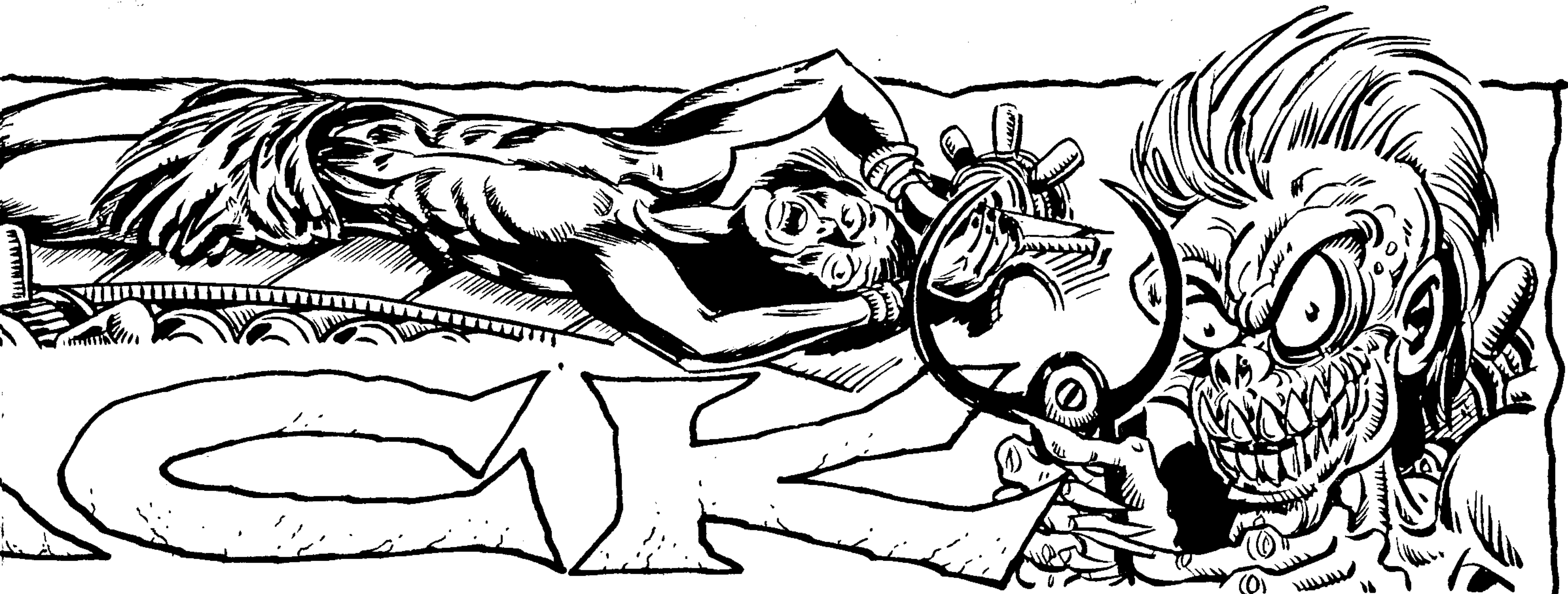
I've selected a few letters to appear on the page opposite in all their glory, mainly because they mention the matters that most of you wanted to raise...the number of stories per issue, the complexity of the games, and the introduction of our title hero, **The Diceman**, which was—in the humble opinion of Niall Bennett from Belfast—**excellent. His 'cursed' dice and the pulp style make him a favourite character, and Graham Manley's art was great.** Similar sentiments were echoed by Demetrius Kaminarides of London: **Diceman I enjoyed a lot, especially the mothmen, and Astragal**, although our first hint of trouble, if not our last, comes from John McDonagh of Manchester: **Please increase the detail of the rules in the Diceman game. I had to read them several times before I could play it.** Edward Young from Tisbury, however, had no complaints; quite the reverse...**DICEMAN 2 was ten times better than DICEMAN 1. From now on, I want to see The Diceman and Slaine in every issue. Right?** Well, uh, funny you should mention it, oh, all right.

Zack Cox from Essex also took to Rick Fortune, and hopes to **see a lot, lot more of him**, which I'm sure can be arranged. Zack also liked the games, and he loved the front cover—but then the airy-fairy back-slapping stuff had to stop...**My only complaint is that there are no free gifts. Coloured posters of the characters, for example. Hint hint.** And since we're in the mood for a spot of whining, step forward Jamie MacRea of Inverness: **I would like to know if there is a way to subscribe to the magazine, because I had a right hassle finding it.** There isn't, as far as I know, but I'm sorry you had any trouble. If you've managed to get hold of this, try giving your newsagent plenty of warning to get you a copy of DICEMAN 4—on sale in the first week of August. And you all thought I'd have trouble getting that in. More harsh words from merciless readers: **make it harder next time!** was the warning from Sandy White of Bristol, though he didn't have the quiet authority of Gareth (The Slayer) Soper from Neath, who describes himself as a **professional FF and RPG player**, and who goes on to say **make your games a little harder, because superb warlords such as myself find them a little easy.** And if you reckon The Slayer sounds a bit weird in the head, make room for Robin Hughes of Windsor: **I am an insane 92-year-old hippy...and I think DICEMAN is excellent.** It was a shaky start, followed by a good bit. Then came the boot...**I started to open the rotting pages of DICEMAN 2, and I nearly done myself a mischief. Hammerstein, the ABC Warrior, was in it. I was looking forward to a great game. IT WAS OVER IN SECONDS.** Often the way, matey. The insane hippy wasn't alone either; witness Graham Spicer of Woking: **the Hammerstein adventure was a let-down. True, the artwork was good, but the game was too**

easy and a bit short...I think you should have only two, longer stories per issue.

The poor sap who edits DICEMAN talks about stories per issue over there.....but the ABC story couldn't be too complex because of the limited number of pages it had—and Rick Fortune's debut meant it couldn't have more. Still, at least Djuro Rnic, his spelling not mine, enjoyed himself: **ABC Warrior was amazing. I shrieked with delight when I killed Volgo. Why don't you make this into a computer game? That would be even better.** I expect some smarty-pants will volunteer to do just that. James Stewart from Plymouth, it must be said, shared these feelings towards the Hammerstein game...**It was the hardest game and it was the best. I got destroyed four times, but I destroyed Volgo fifth time around. I don't think I'd be any good as an ABC Warrior.** This modest approach is astonishingly rare in your letters. If he'd only kept up that ingratiating tone, I might have sent him a special MERVYN T-SHIRT—but I should have known it wouldn't last: **I didn't want to waste a stamp writing to you, but I didn't think you would pay cash on delivery.** Oh, hardy hardy har har har. I suppose you think that's really clever. Well, keep those letters flooding in, and who knows? You could win yourself a fabulous and fashionable MERVYN T-SHIRT (but you can't really, because there's no such thing as a Mervyn T-Shirt; now that is really clever).





From Illegible Signature, Eastham:

Dear DICEMAN,

May I say how amazingly impressed I was at the character Rick Fortune, *The Diceman*, partly because one of my favourite heroes was Rick Deckard, *The Bladerunner*. Is there a connection between the two? If not, I am still very pleased with the story, with its staggering original creation *The Dice Of Destiny*.

The Diceman is in the same genre as *The Bladerunner*, so I guess that's where the similarity lies. Some readers may also see links with H P Lovecraft, Bond, Indiana Jones, Bogart and even Dennis Wheatley, but Rick is really his own man. Only one person actually inspired him: a writer called Charles Fort, the Father of 'Phenomenalism' – the study of weird and unexplained events – who wrote a series of books on the subject (*The Book Of The Damned*, *Lo!*, etc). Fort lived in poverty in the Bronx, had a dislike for authority, and held the view that our world is a much stranger place than scientists would have us believe – all of which are echoed in Rick Fortune.

Pat Mills.

From Kevin, Cardiff:

Dear Sir (sorry, I couldn't bring myself to write to some imaginary Hobgoblin called 'Mervyn' – does this mean I lose my warp rating?) (No, only the use of your kneecaps. Merv).

I'd like to say that I enjoyed the second issue of *DICEMAN* – it's certainly different! I have one major criticism, however, one which seems to be echoed by several of your readers: the adventures are simply too short. I have arrived at this visual fantasy game format from the gamebook camp, and find their 200-400 paragraph format more satisfying. Could you have just one or two longer adventures please? A second point: I found the stories, although beautifully written and illustrated, to be too easy.

From Andrew Clarke, Exeter:

Dear DICEMAN,

A few thoughts on Issues 1 & 2... the pressing problem, for improving the quality of both games and storylines, is



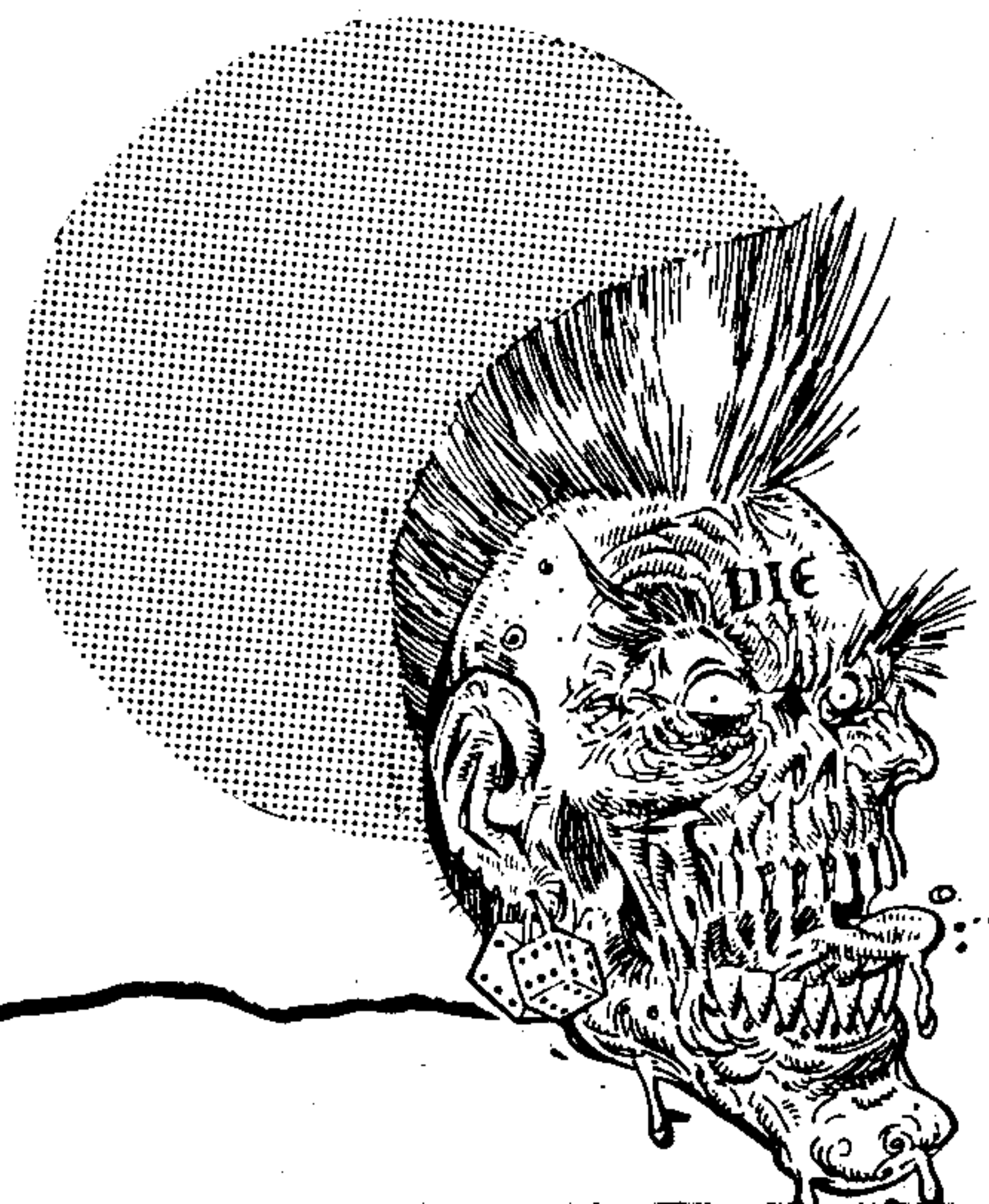
that of *SPACE* – but how to get it? One issue devoted to a single adventure is a no-no. I certainly would not buy a *DICEMAN* which contained *Slaine*, but nothing else – although I would buy a *Nemesis* issue, which other people might not. A two-game magazine is better, but still lacks variety. Three games gives a good range, but greater length is needed to provide complexity. Therefore I tentatively suggest (because I know there are marketing reasons for the decision to price *DICEMAN* at £1.45) that you raise the cover price to around two quid, and add more pages. Then you could run, say, two stories of 100 frames each, and a lead story of 200 frames. Once the initial novelty of the comic strip/game has worn off, I

think you will need to make the games meatier to sustain interest. I hope I have not been unduly negative, only you have a real hot idea in *DICEMAN*, and I'd like to see it remain hot and realise its potential.

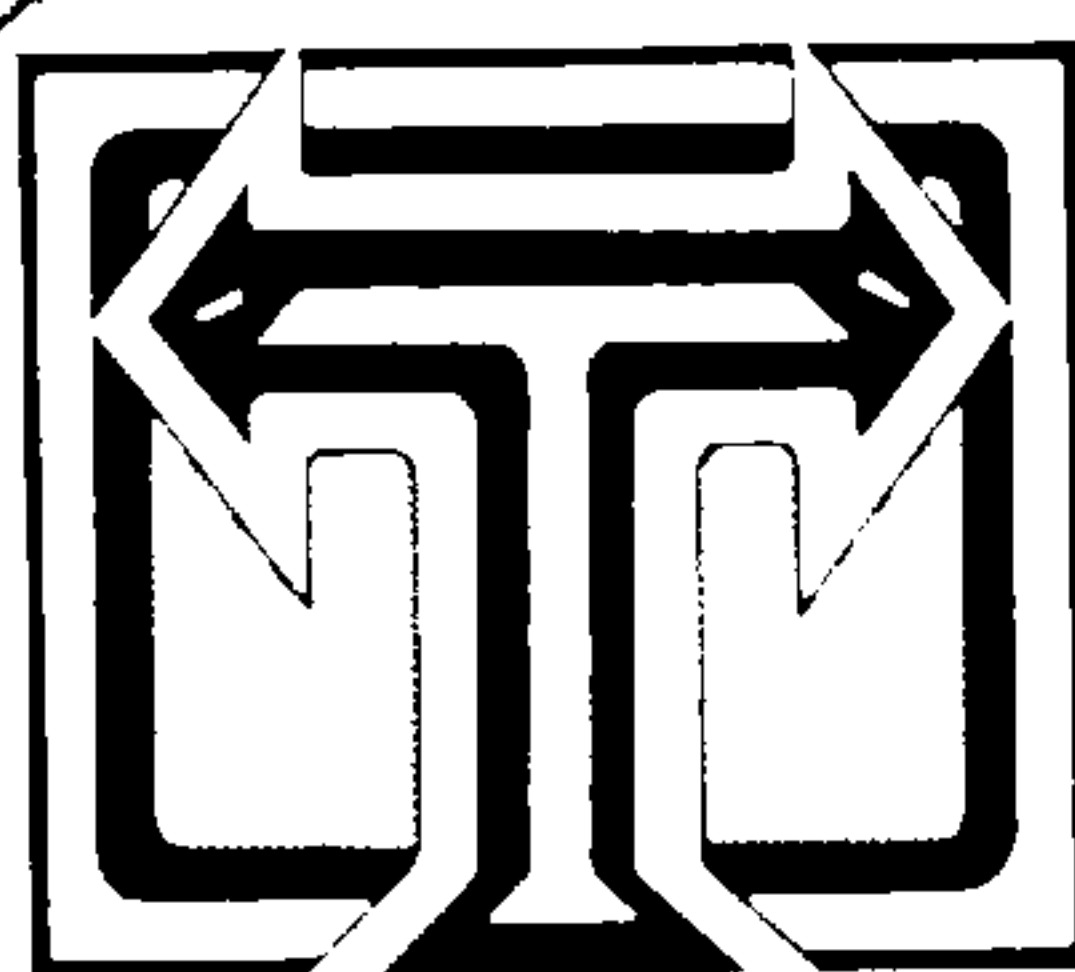
I'd like *DICEMAN* to stay hot too, but don't worry about being critical. The letters we've been getting show us how you want the magazine to look in the future, so please keep up the feedback. A couple of things have already become clear: we all want the games to be more challenging, but there's a snag...the more complex the game, the more pages it takes up. I don't think a price rise, to pay for extra pages to be added on, is the answer. At £1.45 *DICEMAN* isn't cheap, but it is good value for money. It might be even better if it had longer stories, but a £2 *DICEMAN* would be out of the range of too many pockets, and would stop it reaching the audience it deserves. (If an avalanche of Postal Orders suggests otherwise, I'll let you know).

Small amounts of text, as in this issue's *Diceman* and *Torquemada* games, help add a little complexity – but in the long term I think running 2 bigger stories will prove to be our best bet. At least, I hope it will, because by the time you read this I'll be working on 2 bigger stories for Issue 4: an extra-length *Diceman* and an extra-length *Slaine*. Will we put off readers who don't rate those characters? Or will we pull in those who want more meat on their games? Will *DICEMAN* Issue 5 have 3 stories? 2? 4? Will a deluge of letters tell us the answers to any of these questions? Find out in your super soaraway 2-story August issue of...*DICEMAN*!

Simon Geller.



If YOU want to see
your name in print,
write to MERV, 2000
AD's DICEMAN,
KING'S REACH
TOWER
(YOUTH GROUP),
STAMFORD
STREET, LONDON
SE1 9LS.



YOU ARE

ORQUEMADA

GRAND MASTER of TERMIGHT



**TRAPPED IN
THE GARDEN OF ALIEN DELIGHTS**

ART
BRYAN TALBOT

STORY/GAME
PAT MILLS

LETTERING
MARK KING



YOU are the most evil man in the World: TORQUEMADA, Grand Master of Ter-might – Earth, thousands of years in the future.

You have been captured by your greatest enemy – NEMESIS THE WARLOCK, leader of the Aliens you have sworn to exterminate.

Held in a stasis beam, powerless to resist, you look up as Nemesis reads from a vast list of your crimes:

Aliens on a thousand planets put to death by your Terminators... Humans imprisoned and tortured for trying to save them... Entire species exterminated because they were 'different' to human-beings...

"Because they were Deviants," you interrupt, "and there can be only one sentence for Deviation ... DEATH!"

"As you sentenced the following," continues Nemesis, completing the list of your victims.

"Wait!" you cry. "You missed some out." You reel off more planets whose inhabitants ended up in your vapourisation vats... Solar systems 'cleansed' with deadly radiation... Alien leaders executed after they begged you to forget the past and make peace...

"You know my motto: NEVER forget! NEVER forgive! NEVER for fun! I personally cut off their slimy heads!" you proclaim proudly.



"You're a sick bigot! An evil fascist!" snarls Nemesis.

"What?" you retort. "How DARE you call me a bigot and a fascist? I've put up with your insults and abuse – but this time you go TOO FAR!"

"I AM THE SUPREME BIGOT! I AM THE ULTIMATE FASCIST!"

"Thanks to my bigotry, my hatred, I united the Human Race against the rest of the Galaxy! For the first time in Earth's history, humans no longer kill each other if they're a different colour, creed, or political belief..."

"Because now we've really got something to hate ... something to fear ... something to KILL! Out there – in space – are creatures who are really different... really weird... A Universe full of 'em!"

You rant on until Nemesis gives you a hoof in the face.

"That's right," you sneer. "Kick a human when he can't fight back – that's what I'd expect from an Alien!"

Come on – do your worst! I'm not afraid of a Deviant!"



Nemesis grins down at you. "Yes, I know that. And I realise there's nothing you'd enjoy more than for me to kill or torture you – to justify your evil doctrine, and become a martyr to the Human Race.

"So I have prepared something a little more ... subtle. MY GARDEN OF ALIEN DELIGHTS!"

You look around at the strange creatures of this nightmare World and mutter, "Oh, foul and unspeakable are the ways of the Deviants. Loathsome their looks..."

The Warlock chuckles. "And you'll have to ask THEIR help to escape. The only way out of the Garden is by BEING KIND TO ALIENS. That is your punishment, Torquemada!"

"To dally with the Deviant? Have truck with the Extra-Terrestrial? Give succour to the Succubus? NEVER!" you scream.

"But it's your only chance. And it still won't be easy – because some of them will LIE, and others will try to kill you.

"You must decide which Aliens to fight... which ones to befriend... It will be a real test of your famous cunning.

"And if you fail, it will mean I – a mere Alien – am smarter! That will be the ultimate humiliation!"

"Of course, if you're too scared to even try..." Nemesis pauses and leers down at you.

"Well... are you?"

**IF YOU ACCEPT
THE WARLOCK'S
CHALLENGE,
TURN TO RULES
PAGE OVERLEAF**

BE PURE!

To succeed, you will need to maintain a reasonable PURITY RATING. Purity points are a combination of strength, intelligence and hatred of Aliens. Complete your Purity Rating and note it down on your score sheet.

TORQUEMADA - Grand Master : 12

Roll one die and add to above

PURITY RATING

COMBAT

1) Roll two dice for yourself. Add +1 to the total because you're a bloodthirsty fanatic.

2) Roll two dice for the Alien.

3) If you have the higher score, you have wounded the Alien. Deduct the difference in your scores from the Alien's Combat Rating.

4) If the Alien has the higher score, he has wounded you. Deduct the difference in your scores from your Purity Rating.

5) Continue until the Alien has no points left - e.g. is dead.

6) Add the Alien's ORIGINAL combat rating to your own. This is your 'prize' and proves you're still pure.

BE VIGILANT!

You may carry with you three objects - NO MORE - and a sword you'll be provided with. As you move from picture to picture, you may pick up any item or items you think may be useful... a ghetto-blaster, a key or a lute, for instance.

MAKE A NOTE OF WHAT YOU'RE CARRYING ON YOUR SCORE SHEET.

BEHAVE!

Every time you befriend or are humiliated by an Alien, you will lose Purity Points.

Yet that's the only way out of the Garden, so choose your 'friends' with care - especially as some of them may lie to you.

If you're carrying three objects and see something else you want, you will have to get rid of an object to make room for it. (No need to note its location - it will automatically disappear when you drop it). Amend your score sheet accordingly.

If you kill an Alien, you may count his head as one of your objects. It might be useful to show other Aliens you mean business. There are no instructions in the game about when to pick up objects or behead Aliens. YOU DECIDE THIS YOURSELF. Aliens' clothes do not count as objects and no, you cannot wear them.

If your Purity Rating falls below a certain level, you will become... IMPURE.

Something appalling may happen to you then.

There will be Purity checks from time to time as you head through the Garden. Until then, you can only guess how low your Purity Rating can be to survive, or your awful fate if you become impure...

You may find yourself going to the same location twice - in which case you may fight the same alien again, make the same OR DIFFERENT DECISIONS. In the Warlock's Garden, the normal rules of Reality do not apply.

You are now ready to begin your adventure... Happy Gardening!

FROM AN ORIGINAL IDEA BY
HIERONYMUS BOSCH
(1450-1516)

1 THE WARLOCK VANISHES AND YOU FIND YOURSELF ALONE... AROUND YOU ARE VARIOUS OBJECTS. YOU MAY PUT UP TO THREE IN YOUR BAG. (NOTE THEM ON YOUR SCORE SHEET)...



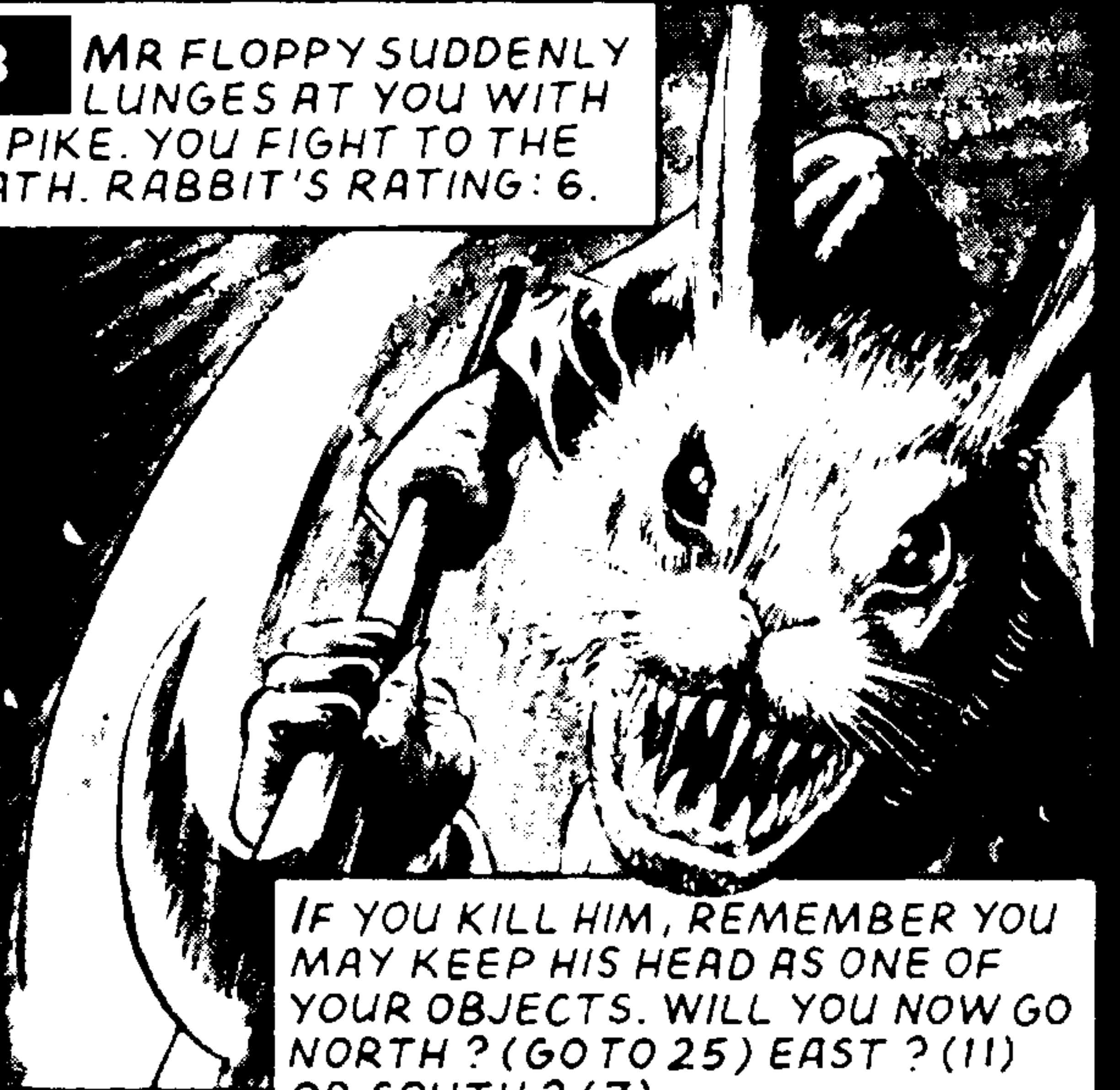
WILL YOU THEN GO NORTH? (GO TO 25) SOUTH? (7) EAST? (11) OR WEST? (13)

2 YOU FIGHT THE ALIENS... LIZARDS' RATING: 9



IF YOU KILL THEM, GO TO 46. REMEMBER: YOU MAY KEEP THEIR HEADS AS TWO OBJECTS.

3 MR FLOPPY SUDDENLY LUNGES AT YOU WITH HIS PIKE. YOU FIGHT TO THE DEATH. RABBIT'S RATING: 6.



IF YOU KILL HIM, REMEMBER YOU MAY KEEP HIS HEAD AS ONE OF YOUR OBJECTS. WILL YOU NOW GO NORTH? (GO TO 25) EAST? (11) OR SOUTH? (7)

4 YOU ENTER THE SHIP'S BAR...



LOOK! IT'S TORQUEMADA!

THE MOST EVIL MAN ON EARTH!

WE'VE SOME OLD SCORES TO SETTLE WITH THAT PSYCHO!

5 LET'S KILL HIM!

EVENТУАЛЛЫ! FIRST WE WANT A LITTLE FUN!



WILL YOU BUY THEM A DRINK? GO TO 49. ATTACK THEM? GO TO 84. OR TAKE AN ALIEN'S HEAD FROM YOUR BAG (IF YOU HAVE ONE) AND SAY "RIGHT, YOU WEIRDOS! WHO WANTS SOME OF THIS!"? GO TO 21.

6

"IT'S NO GOOD LOOKING HERE! FEEBLE-MINDED HUMAN! DID YOU REALLY THINK I'D MAKE THE CLUE SO OBVIOUS?"

LOSE 3 POINTS FOR BEING OUTSMARTED BY AN ALIEN AND GO BACK TO 16.



7 TWO WEIRD ALIENS APPROACH YOU...



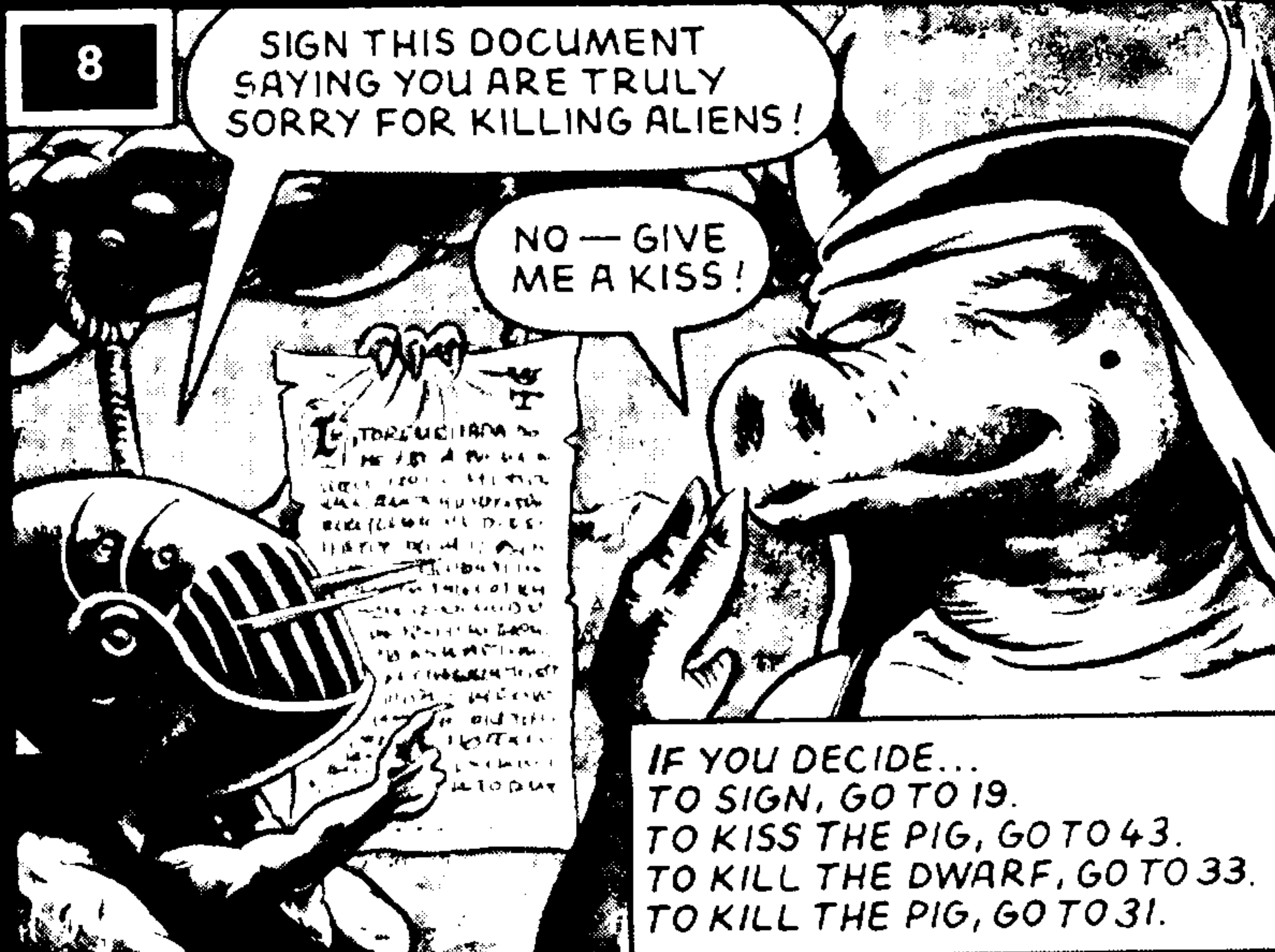
IT'S THE DIRTY
DAGO—TOMAS DE
TORQUEMADA!

COME HERE,
YOU LOVELY
BOY!

8

SIGN THIS DOCUMENT
SAYING YOU ARE TRULY
SORRY FOR KILLING ALIENS!

NO—GIVE
ME A KISS!



IF YOU DECIDE...
TO SIGN, GO TO 19.
TO KISS THE PIG, GO TO 43.
TO KILL THE DWARF, GO TO 33.
TO KILL THE PIG, GO TO 31.

9

SO YOU WANT TO TAKE
PASSAGE ON THE SHIP OF
FOOLS? I WANT PAYMENT
IN HEADS.

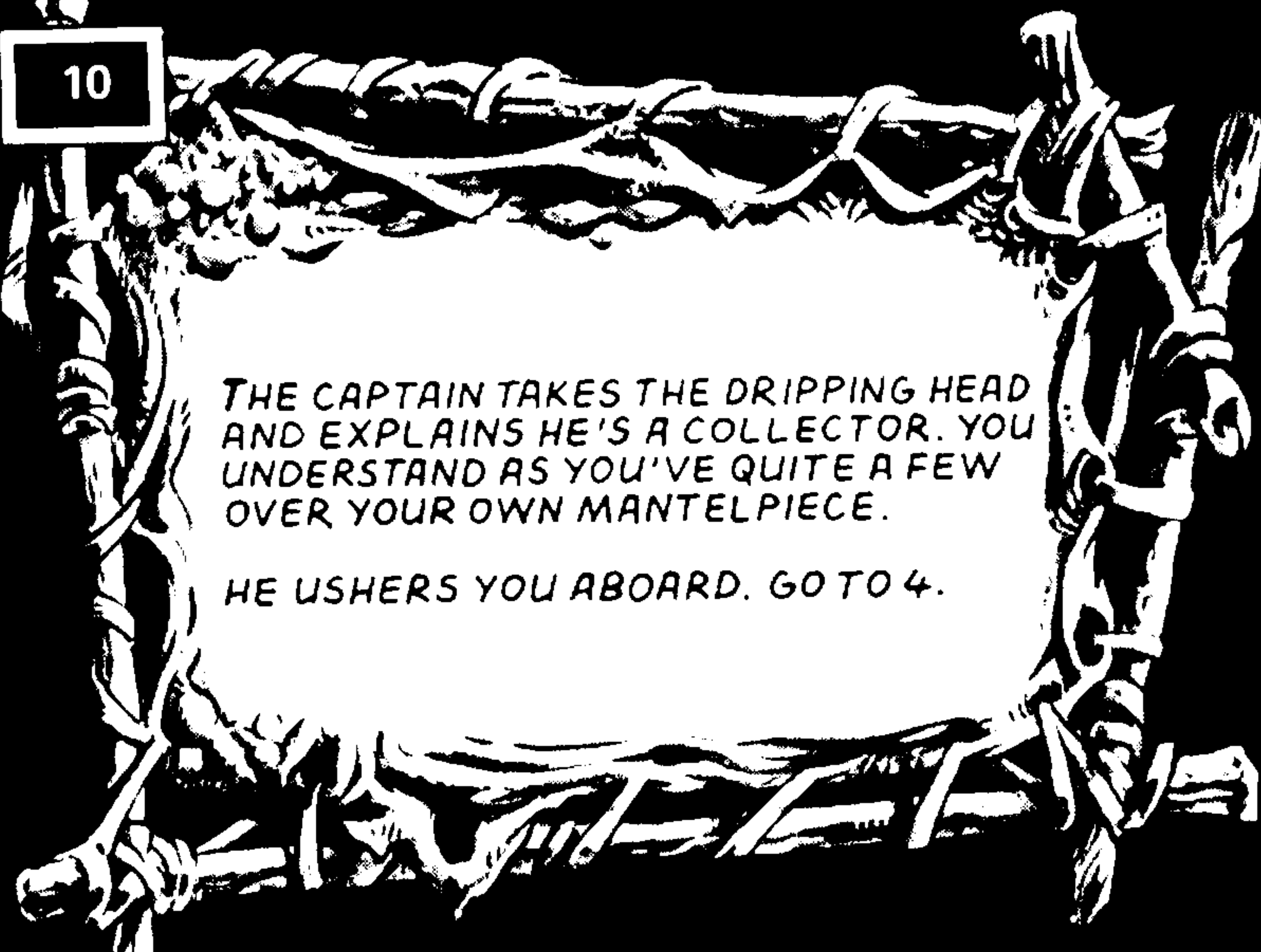


IF YOU HAVE A HEAD IN
YOUR BAG, GO TO 35.
IF YOU HAVE TWO HEADS
AND WISH TO GIVE THEM
TO THE CAPTAIN, GO TO 63.
OTHERWISE YOU MUST
WALK ACROSS THE ICE.
GO TO 34.

10

THE CAPTAIN TAKES THE DRIPPING HEAD
AND EXPLAINS HE'S A COLLECTOR. YOU
UNDERSTAND AS YOU'VE QUITE A FEW
OVER YOUR OWN MANTELPIECE.

HE USHERS YOU ABOARD. GO TO 4.



11 YOU'RE SHOCKED TO SEE...

CANDIDA! MY WIFE!
DANCING IN HER SLEEP
WITH...WITH ALIENS!

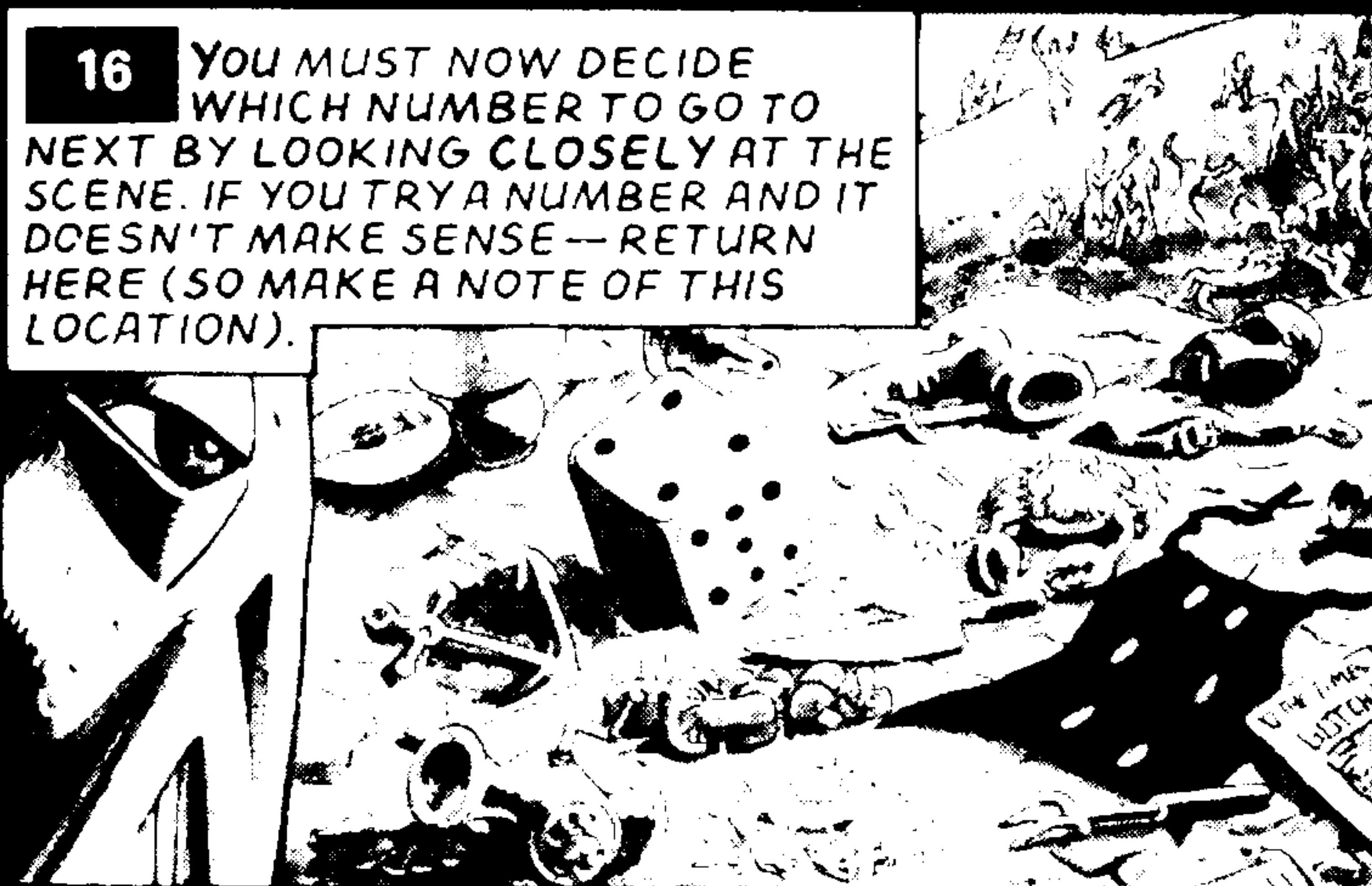


12

BUT IS IT CANDY OR AN ILLUSION?
OR WORSE... A SHAPE-CHANGING
ALIEN? WILL I RISK MY PURITY BY
FINDING OUT?



WILL YOU ATTACK THE ALIENS? GO TO 2.
OR WILL YOU ATTACK "CANDIDA"? GO TO 42.



19 VERY WELL, I'LL SIGN. I GATHER IT'S THE ONLY WAY I'LL GET OUT OF THIS HELL-HOLE.



LOSS OF PURITY: 6 POINTS.

20 GRACIAS, SENOR! IN RETURN, A WARNING... WHEN YOU REACH THE BURNING CITY, CROSS BY THE BRIDGE. DON'T TRY JUMPING ACROSS THE MOAT—IT'S A TRAP!

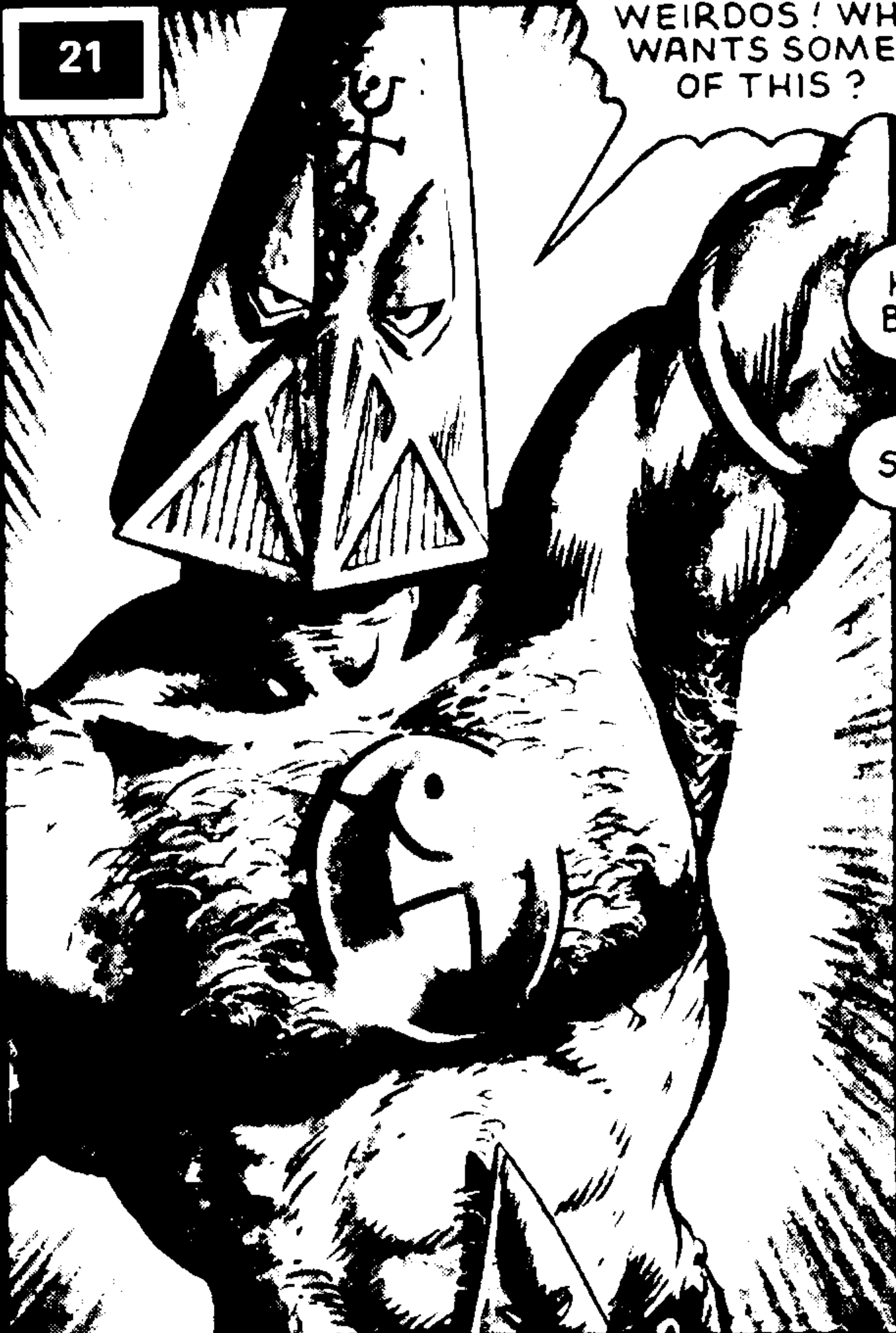


IF YOU'RE LYING, I'LL BE BACK...

WILL YOU NOW GO NORTH? (GO TO 25) EAST? (11) OR WEST? (13).

21

RIGHT, YOU WEIRDOS! WHO WANTS SOME OF THIS?



22

THE ALIENS JUMP OFF THE SHIP. GAIN 3 PURITY POINTS FOR TERRORISING THEM. YOU MANAGE TO GRAB THE LAST ONE...

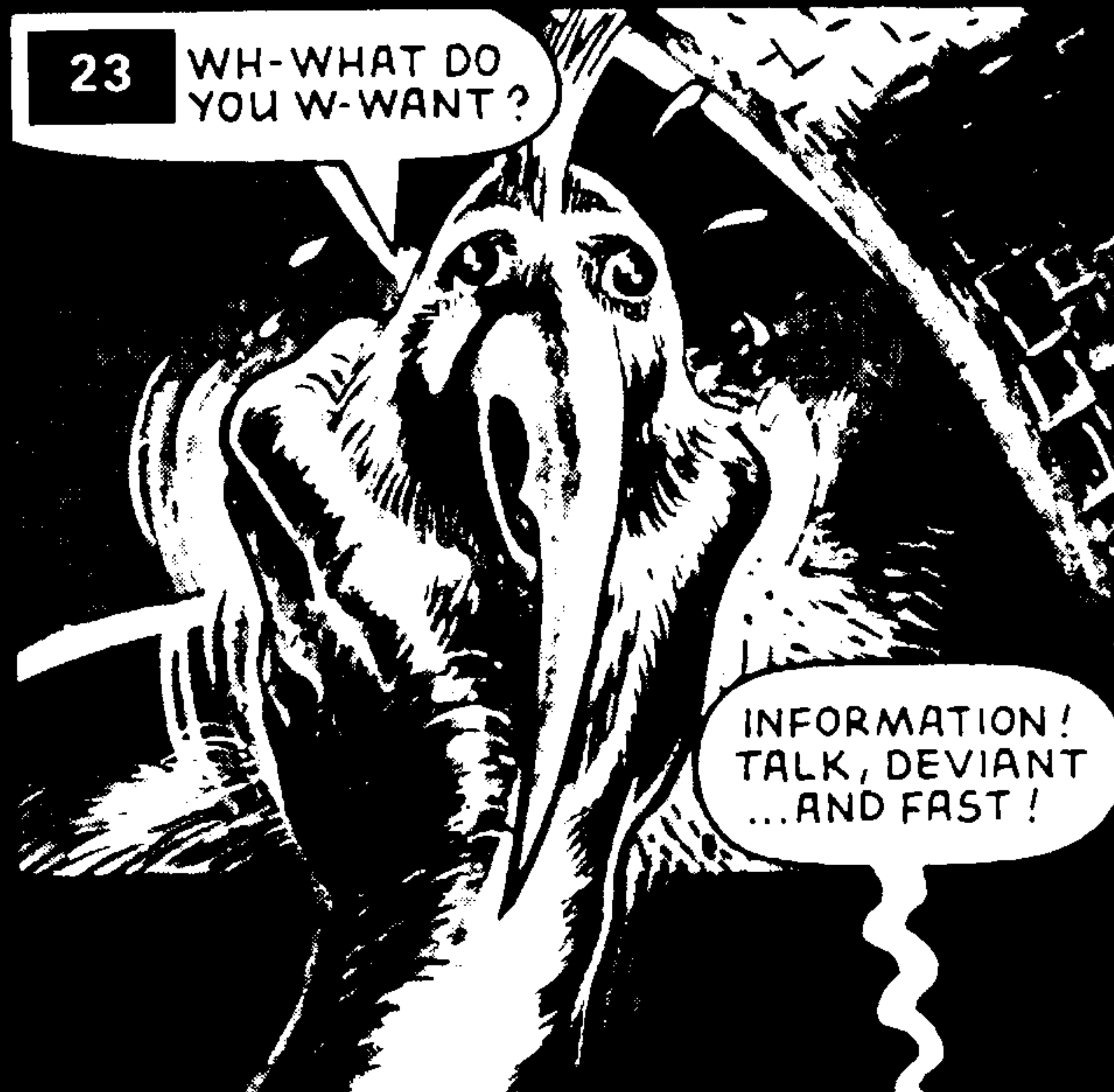
HE MEANS BUSINESS!

SCAT!



WAIT!

23 WH-WHAT DO YOU W-WANT?



INFORMATION! TALK, DEVIANT ... AND FAST!

24 A-ALL RIGHT! WHEN YOU REACH THE BURNING CITY, JUMP ACROSS THE MOAT... DON'T USE THE BRIDGE. IT'S A TRAP!



YOU HEAR DANCING ABOVE. IF YOU WISH TO GO THERE, GO TO 101. IF YOU'D RATHER STAY IN THE BAR, GO TO 37.

25

YOU ARRIVE ON THE EDGE OF
A PARTLY FROZEN SEA...

WILL YOU TRAVEL ACROSS THE ICE? GO TO 34.
OR BY SHIP? GO TO 9.

26

IF YOU OFFERED MR FLOPPY AN
ALIEN'S HEAD, HE SAYS, "THANKS
VERY MUCH, TORQUEMADA."

LOSE 1 POINT FOR FEEDING AN
ALIEN AND GO TO 55.

IF YOU OFFERED HIM A CARROT, HE
SAYS, "I'M NOT A PACIFIST VEGGIE
BUNNY! I WANT RAW MEAT!"

LOSE 1 POINT FOR OFFERING AN
ALIEN FOOD AND GO TO 3.

IF YOU OFFERED MR FLOPPY ANY-
THING ELSE, HE TURNS IT DOWN.

LOSE 1 POINT FOR OFFERING AN
ALIEN FOOD AND GO TO 3.

27

NOT SO FAST!
WE SHALL
WANT PAYING...

WHAT IS IT
YOU WANT?

28

A MEDAL, PERHAPS
...A POSTHUMOUS
AWARD FOR DYING
FOR OUR PLANET.

OR HIS SWORD...
WE'D REALLY
LIKE THAT!

IF YOU HAVE THE MEDAL OR THE
SWORD, DECIDE WHICH YOU'LL GIVE
TO THE SKELETONS AND GO TO 87.
IF YOU HAVE NEITHER, YOU MUST
WALK. GO TO 95.

29

YOU TRUDGE THROUGH
THE WASTELAND UNTIL
THE TRACK LINKS UP WITH
THE WEST PATH AGAIN...

30

YOU'RE BOMBARDED WITH LAVA FROM THE BURNING
CITY. LOSE 2 POINTS FOR DAMAGE.

H'MM... A FLAG
MIGHT PERSUADE
THE DEVIANTS I'M
ON THEIR SIDE...

IF YOU TOOK A FLAG FROM
THE SHIP, GO TO 39.
IF YOU DID NOT, GO TO 41.

31

REVOLTED BY THE PIG'S FOUL SUGGESTION, YOU ATTACK IT.

ALIEN PIG'S RATING : 4

IF YOU KILL IT, REMEMBER YOU MAY KEEP ITS HEAD AS ONE OF YOUR OBJECTS.

WILL YOU NOW GO NORTH? (GO TO 25) EAST? (11) OR WEST? (13).

32

YOU GIVE THE RABBIT A STROKE. AS YOUR HAND CARESSES HIS THROAT, YOU RESIST THE TEMPTATION TO SQUEEZE...

LOSE 3 POINTS FOR STROKING AN ALIEN AND GO TO 55.

33

LIVID THAT THE DWARF SHOULD SUGGEST SOMETHING SO OUTRAGEOUS, YOU ATTACK IT.

ALIEN DWARF'S RATING : 8

IF YOU KILL IT, REMEMBER YOU MAY KEEP ITS HEAD AS ONE OF YOUR OBJECTS.

WILL YOU NOW GO NORTH? (GO TO 25) EAST? (11) OR WEST? (13)

34

IF YOU HAVE ICE SKATES IN YOUR BAG, YOU PUT THEM ON HERE. GO TO 90.

IF YOU DO NOT HAVE SKATES IN YOUR BAG, YOU FALL THROUGH THE ICE - BUT YOU DO NOT DIE... YOU GO TO 79.

35

THE CAPTAIN TAKES THE DRIPPING HEAD AND EXPLAINS HE'S A COLLECTOR. YOU UNDERSTAND, AS YOU'VE QUITE A FEW OVER YOUR OWN MANTELPIECE.

HE USHERS YOU ABOARD. GO TO 4.

36

YOU ATTACK THE CREATURE.

ALIEN DRINKER'S RATING : 4

IF YOU KILL HIM, YOU TAKE THE MEDAL AS ONE OF YOUR THREE OBJECTS. GO TO 18.

37

THE SHIP REACHES THE OTHER SIDE OF THE SEA AND YOU DISEMBARK.

IF YOUR PURITY RATING IS 8 OR LESS HERE, GO TO 79. IF IT'S MORE, GO TO 57.

38

A SPLIT-SECOND BEFORE THE SPIKES IMPALE YOU, YOU USE THE GOLD KEY TO OPEN A SECRET DOOR AT THE BACK. YOU EMERGE IN A TUBE THAT WILL TAKE YOU BACK TO YOUR OWN WORLD. GO TO 103.

39

YOU WAVE THE FLAG AND THE LAVA BOMBARDMENT STOPS. GO TO 81.

40

YOU'RE HIT BY MORE LAVA MISSILES - LOSE 2 MORE POINTS FOR DAMAGE, THEN GO TO 100.

41

YOU'RE HIT BY MORE LAVA MISSILES - LOSE 2 MORE POINTS FOR DAMAGE, THEN GO TO 81.

42

YOU ATTACK CANDIDA, BEHEADING HER WITH ONE SWEEP OF YOUR SWORD.

THE ALIEN LIZARDS CHUCKLE - "YOU'VE JUST KILLED YOUR WIFE!" - AND RUN OFF.

YOU'RE GRIEF-STRICKEN. LOSE 6 POINTS FOR BEING OUTSMARTED BY ALIENS, THEN GO TO 16.

43 YOU FEEL YOUR FACE BLUSHING WITH SHAME INSIDE YOUR HELMET...

I SUPPOSE THIS IS NECESSARY — IF I'M TO ESCAPE THIS DEN OF DEVIATION!

LOSS OF PURITY: 3 POINTS.

44 GOOD LUCK ON YOUR JOURNEY, LOVELY BOY, AND LOOK OUT FOR GREAT UNCLE BAAL... HE MAY BE ABLE TO HELP YOU...

THE WARLOCK'S MAD UNCLE! NEMESIS BANISHED HIM AFTER HIS GRUESOME EXPERIMENTS ON HUMANS...

HE COULD BE A USEFUL ALLY!

45 RIGHT! SO WHEN YOU MEET HIM, SQUEEZE HIS HAND AND WINK AT HIM THREE TIMES. HE'LL KNOW THAT I SENT YOU AND YOU'RE A FRIEND.

WILL YOU NOW GO NORTH? (GO TO 25) EAST? (11) OR WEST? (13).

46 GAIN 3 POINTS FOR SAVING YOUR WIFE. CANDIDA SMILES AT YOU GRATEFULLY BEFORE RETURNING TO HER OWN DIMENSION...

MY HERO...

GO TO 16.

47

"CURSE YOU, TORQUEMADA — YOU WERE RIGHT TO PUT FOUR AND SEVEN TOGETHER."
GAIN 3 POINTS FOR OUTSMARTING AN ALIEN.

YOU HAVE BROKEN THROUGH AND MAY NOW GO NORTH (GO TO 25), SOUTH (7), OR WEST (13).

48

JUST SWITCH ON THE IGNITION AND I'M AWAY...

IF YOU WANT TO USE THE BLACK KEY, GO TO 96. IF THE SILVER KEY, GO TO 93. IF YOU HAVE NEITHER, YOU MUST WALK. GO TO 29.

49



GIVE MY...
"FRIENDS"...
A DRINK.

LOSE 2 POINTS FOR
BEFRIENDING ALIENS.

THANKS,
TORQUE.

WHAT
A PAL!

50



I'LL WANT PAYING.
WHAT'S IN THE BAG?

IF YOU HAVE A GHETTO-BLASTER,
DIAMONDS, A TOILET ROLL OR
A BACKGAMMON BOARD, THE
BARTENDER WILL ACCEPT ONE
OF THEM. GO TO 60. OTHERWISE,
HE WON'T SERVE YOU. GO TO 18.

51

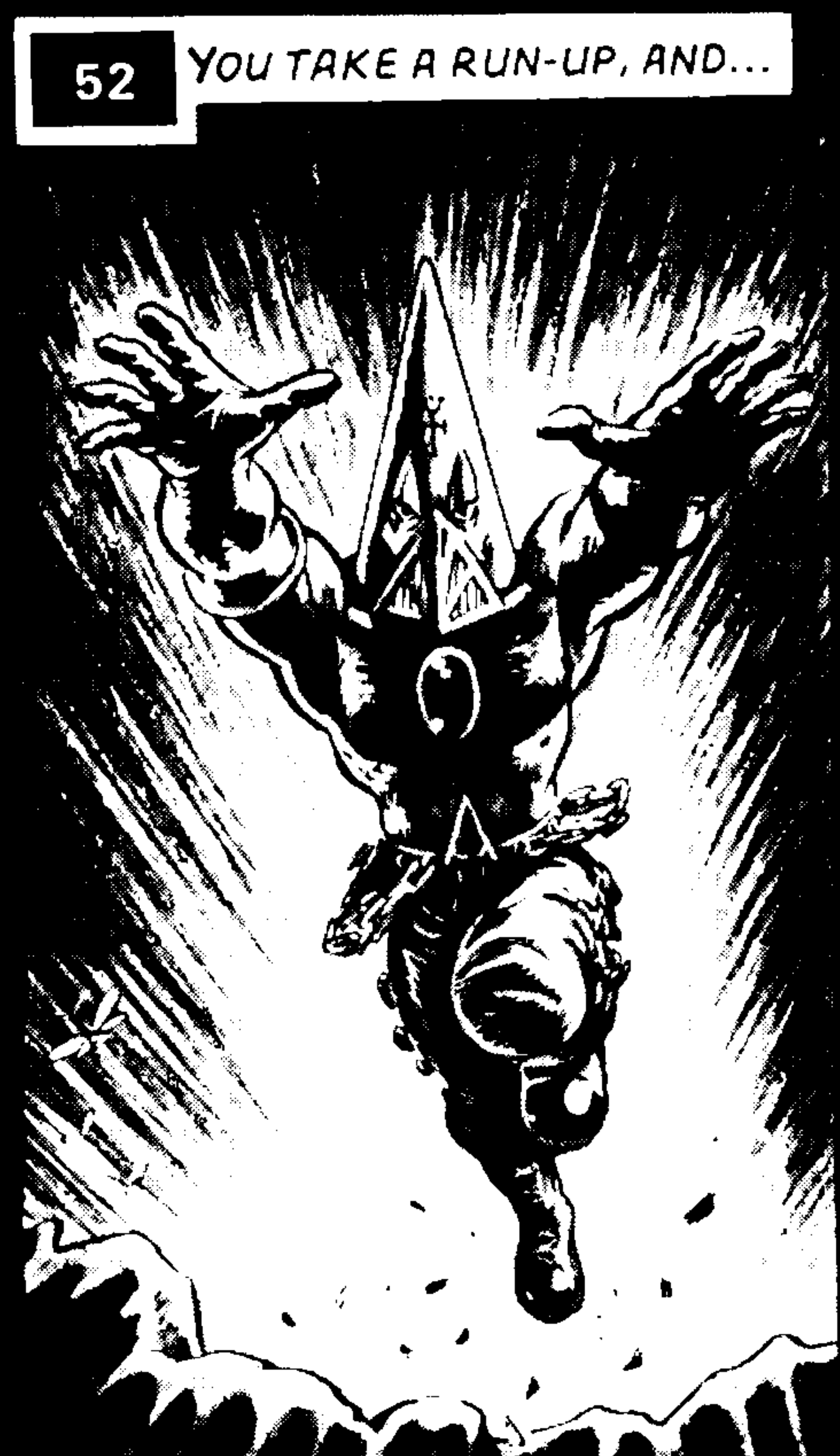
I REALLY WANTED SOMETHING
TO EXPERIMENT ON. TELL YOU
WHAT, THOUGH...GIVE ME EVERYTHING
IN YOUR BAG AND I'LL HELP YOU.



IF YOU WISH TO GIVE HIM EVERYTHING, GO TO 66.
IF YOU DO NOT, YOU LEAVE THE FLOOR. GO TO 37.

52

YOU TAKE A RUN-UP, AND...



53

...SMACK STRAIGHT INTO
A SHEET OF GLASS...



54

...SLIDING DOWN
INTO A DRAGON'S
WAITING MAW.

UNLUCKY.



THE END.

55

MR FLOPPY SMILES AT YOU.
"YOU'VE BEEN KIND TO ME, SO I'LL TELL
YOU WHO COULD BE A USEFUL ALLY..."

"GREAT UNCLE BAAL... HE HATES
NEMESIS FOR STOPPING HIS EXPERI-
MENTS ON HUMANS. YOU'LL FIND HIM
ON THE DANCE FLOOR OF THE SHIP
OF FOOLS."

WILL YOU NOW GO NORTH? (GO TO 25)
EAST? (11) OR SOUTH? (7).

56

YOU SQUEEZE BAAL'S HAND AND
WINK AT HIM THREE TIMES...

HOW DARE YOU, SIR?
I SHALL COMPLAIN
TO THE CAPTAIN!

YOU'RE THROWN OFF THE SHIP AND SWIM TO THE
OTHER SIDE. LOSE 4 POINTS FOR BEING TRICKED
BY A PIG. GO TO 57.

57

A HIDEOUS WASTELAND STRETCHES
AHEAD OF YOU...

WILL YOU TAKE THE EAST PATH TO THE BURNING
CITY? GO TO 64. OR THE WEST PATH? GO TO 30.

58

REMEMBER THE GOOD
OLD DAYS, BOYS...? OUR
OLD BATTLE CRY?

"DO IT FOR TORQUEMADA!
DO IT FOR TERMIGHT!
DO IT WITH ZEAL!"

SILENCE, YOU
FOOLS! THERE'S
A ROADBLOCK
AHEAD!

59

HIDE IN THE BACK
WITH THE LADS.

H'MM... BUT CAN
I TRUST THEM?

IF YOU DECIDE TO TRUST THEM, GO TO 98.
IF YOU DECIDE TO ESCAPE WHILE THE
GOING'S GOOD, AND FIND ANOTHER WAY
IN, GO TO 74.

60 YOU KNOW, TORQUE — YOU'RE NOT SUCH A BAD GUY AFTER ALL...

KEEP YOUR DISGUSTING DEVIANT HANDS TO YOURSELF!

61 LOOK — I'LL SHOW YOU MY GREATEST TREASURE... GOT IT OFF A TERMINATOR I KILLED...

THE TERMIGHT CROSS! THE GREATEST HONOUR MY PLANET CAN BESTOW!

62

YOU — !

I'LL SWAP IT FOR AN ALIEN HEAD... OR MAYBE SOME DIAMONDS?

IF YOU HAVE EITHER AND WISH TO SWAP ONE OF THEM FOR THE MEDAL, GO TO 17.
IF YOU WOULD RATHER KILL HIM AND TAKE THE MEDAL, GO TO 36.
IF YOU'RE NOT INTERESTED IN IT, GO TO 18.

63

THE CAPTAIN IS GRATEFUL FOR THE HEADS AND GIVES YOU A BLACK KEY, TELLING YOU IT'S THE IGNITION KEY TO AN EAR MACHINE.

NOTE IT DOWN AS ONE OF YOUR THREE OBJECTS.

HE EXPLAINS THAT ANY OTHER KEY WILL CAUSE THE MACHINE TO BLOW UP. YOU WARN HIM THAT IF HE'S LYING, YOU'LL BE BACK.

NOW GO TO 4.

64 YOU APPROACH A HUGE SILVER KEY...

H'MM... COULD BE USEFUL...

IF YOU PICK IT UP, IT WILL REDUCE IN SIZE AND COUNT AS ONE OF YOUR THREE OBJECTS.

65

BEHIND IT, A WEIRD EAR MACHINE...

WHAT A LOAD OF BOSCH!

IF YOU WOULD LIKE TO RIDE THE EAR MACHINE, GO TO 48.
IF YOU WOULD RATHER WALK, GO TO 29.

66 BAAL TAKES ALL THE OBJECTS FROM YOUR BAG...

NOW
HERE'S THE
INFO...

LOOK OUT FOR A **SILVER KEY**—IT'S THE IGNITION KEY TO AN **EAR MACHINE**, THE ONLY SAFE TRANSPORT TO THE CITY...

67 ...WHEN YOU REACH IT, STOP THE MACHINE AND JUMP ACROSS THE MOAT. WHATEVER YOU DO, **DON'T USE THE BRIDGE!**

IF YOU'RE LYING,
I'LL BE BACK.

68

NO YOU WON'T,
SON. YOU'LL
BE DEAD!

GO TO 37.

69 YOU CROSS THE BRIDGE...

AND APPROACH THE FINAL HURDLE—
A ROAD-BLOCK. BEYOND IT...

70

THE TUBE BACK TO
MY OWN WORLD!

71 YOU MUST DESTROY IT...
ALIEN ROAD-BLOCK'S RATING: 8
ADD ONE MORE POINT TO YOUR SCORE
EACH COMBAT ROUND BECAUSE YOU'RE
DRIVING THE EAR MACHINE.

TORQUEMADA!
STOP HIM!

IF YOU DESTROY THE
ROAD-BLOCK, GO TO 78.

72 WELL, I EXPECT YOU WANT TO **BRIBE** ME FOR INFORMATION, SONNY...WHAT HAVE YOU GOT?



IF YOU HAVE A HUMAN SKULL OR AN ALIEN HEAD, GO TO 85. IF YOU DO NOT, GO TO 51.

73 YOU CROSS THE BRIDGE WITHOUT MISHAP...



74 SUDDENLY...

TORQUEMADA! SEIZE HIM!



75 NOW, TORQUEMADA, FOR THE ULTIMATE HUMILIATION! GET DOWN ON YOUR HANDS AND KNEES AND LICK MY HOOVES!



NEVER, DIRT-RAG!

76 I WAS HOPING YOU'D SAY THAT. AS A "BLACK WHIP" AND SENIOR LECTURER IN TORTURE, I ASSUME YOU RECOGNISE THIS MACHINE?



THE OLD MARK IV IRON MAIDEN WITH INJECTO-SPIKES? I DIDN'T KNOW THERE WERE ANY STILL IN USE!

NOW YOU'RE GOING TO SUFFER IN IT—THE WAY YOU MADE US SUFFER!

GO TO 77.

77

GOODBYE!

IF YOU HAVE THE GOLD KEY,
GO TO 38.
IF YOU DO NOT, GO TO 89.

78

CLEANSE AND
PURIFY!

IF YOUR PURITY RATING IS 8
OR LESS HERE, GO TO 79.
IF IT'S MORE, GO TO 103.

79

SUDDENLY YOUR BODY
TWISTS OUT OF SHAPE...

80

YOU HEAR THE WARLOCK'S VOICE
FROM SOMEWHERE ABOVE...

YOU ARE NOW THE EGG MAN!
YOU WILL PILOT MY SHIP OF
FOOLS FOR ALL ETERNITY!

WH-WHAT'S
HAPPENING
TO ME?

YOU HAVE BECOME
IMPURE, TORQUEMADA!

THE END

81

CAN WE GIVE YOU A
LIFT, TORQUEMADA?

WHO...WHO
ARE YOU?

82

DON'T YOU RECOGNISE US? WE
DIED FIGHTING IN YOUR WARS!

MY OLD
TERMINATORS!

83

WELL...CAN WE GIVE YOU
A LIFT, GRAND MASTER?

HAH, HAH, HAAH!

IF YOU WOULD LIKE A
LIFT, GO TO 27.
IF YOU WOULD RATHER
WALK, GO TO 95.

84

YOU ATTACK THE CREATURES.

ALIEN DRINKERS' RATING: 8

IF YOU KILL THEM, YOU MAY TAKE UP TO THREE OF THEIR HEADS.

YOU ALSO DISCOVER A **TERMINATOR MEDAL** ON ONE OF THEM. YOU MAY TAKE THIS AS ONE OF YOUR OBJECTS INSTEAD. THEN GO TO 18.

87 THANK YOU, GRAND MASTER. YOU SEE, NEMESIS LETS US OUT OF THE GRAVEYARD ONE DAY A YEAR...

THIS IS OUR ANNUAL OUTING!

88 YOU APPROACH THE BURNING CITY...

H'MM... THIS BRIDGE LOOKS INNOCENT ENOUGH. MAYBE TOO INNOCENT...

WILL YOU CROSS BY THE BRIDGE? GO TO 58. OR GET OUT AND JUMP ACROSS THE MOAT? GO TO 52.

85 THANKS, SON. HERE'S THE INFO ... WHEN YOU REACH THE CITY, USE THE BRIDGE. WHATEVER YOU DO, **DON'T JUMP ACROSS THE MOAT.** THERE'S A SHEET OF GLASS ON THE OTHER SIDE AND YOU'LL SMACK RIGHT INTO IT.

86 OH YEAH... IF YOU'RE CAUGHT BY NEMESIS, AND HE PUTS YOU IN AN IRON MAIDEN— THIS **GOLD KEY** OPENS A SECRET DOOR AT THE BACK.

IF YOU TAKE THE KEY, IT COUNTS AS ONE OF YOUR OBJECTS. GO TO 37.

89 AFTER YOU HAVE BEEN IMPALED ON THE SPIKES, THE WARLOCK USES HIS DARK ARTS TO KEEP YOU ALIVE... BUT YOU ARE NOW A BROKEN MAN— A SHADOW OF YOUR FORMER SELF...

LICK 'EM, TORQUEMADA!

YES, MASTER.

YOU ARE WELL AND TRULY LICKED.

THE END!

90

YOU SKATE SAFELY TO THE OTHER SIDE OF THE SEA.

IF YOUR PURITY RATING IS 8 OR LESS HERE, GO TO 79.
IF IT'S MORE, GO TO 57.

91

YOU WAVE THE FLAG AND THE LAVA BOMBARDMENT STOPS.
GO TO 100.

93

AS YOU TURN THE KEY IN THE IGNITION, THE MACHINE EXPLODES...

AAAGGH!

92

YOU DANCE WITH THE STRANGE CREATURES.
LOSS OF PURITY: 3 POINTS.

TORQUEMADA!
HOW ARE YOU,
MY BOY?

IF YOU WISH TO GREET UNCLE BAAL IN THE WAY SUGGESTED BY THE PIG, GO TO 56.
IF YOU DO NOT, GO TO 72.

94

YOU END UP HANGING THROUGH THE KEY... PART OF THE GARDEN OF ALIEN DELIGHTS FOR ALL ETERNITY...

THE END

95

YOU APPROACH THE BURNING CITY...

H'MM... BRIDGE LOOKS INNOCENT ENOUGH. MAYBE TOO INNOCENT..?

WILL YOU CROSS BY THE BRIDGE? GO TO 73.
OR THE MOAT? GO TO 52.

96 THE KEY TURNS IN THE IGNITION AND THE MACHINE THUNDERS FORWARD...

RIGHT! WHICH OF YOU DEVIANTS WANTS ITS EARS PIERCED?

97 YOU'RE BOMBARDED WITH LAVA FROM THE BURNING CITY. LOSE 2 POINTS FOR DAMAGE.

H'MM... A FLAG MIGHT PERSUADE THE DEVIANTS I'M ON *THEIR* SIDE...

IF YOU TOOK A FLAG FROM THE SHIP, GO TO 91.
IF YOU DID NOT, GO TO 40.

98

ALL RIGHT—LET THEM THROUGH... TERMINATORS KILLED IN TORQUEMADA'S CRAZY WARS AGAINST THE GALAXY WOULD NEVER **BEFRIEND** HIM.

BEYOND IS THE TUBE THAT LEADS BACK TO YOUR OWN WORLD...

99

HE'LL TURN UP SOONER OR LATER—AND WHEN HE DOES...

YOU UNDERESTIMATED MY POWER, WARLOCK. EVEN IN DEATH MY TERMINATORS REMAIN LOYAL TO ME...

IF YOUR PURITY RATING IS 8 OR LESS HERE, GO TO 79.
IF IT'S MORE, GO TO 103.

100 YOU APPROACH THE BURNING CITY...

WILL YOU CROSS BY THE BRIDGE? GO TO 69.
OR GET OUT AND JUMP ACROSS THE MOAT? GO TO 52.

101 YOU ENTER THE DANCE FLOOR.
IF THERE IS AN OBJECT YOU
WOULD LIKE, YOU MUST TAKE IT NOW...

103 YOU HEAD UP THE TUBE TO SAFETY. YOU
HAVE WON. YOU, TORQUEMADA, ARE
TRULY THE GREATEST TYRANT EARTH HAS
EVER KNOWN. BY CUNNING AND SAVAGERY
YOU HAVE SUCCEEDED WHERE ALL OTHERS
WOULD FAIL!

GREAT UNCLE BAAL —
THE WARLOCK'S MAD
RELATIVE! I MUST
TALK TO HIM!

102

IT'S DANCERS
ONLY ON
THIS FLOOR!

IF YOU'RE PREPARED TO DANCE WITH
DEVIANTS, GO TO 92.
IF YOU'RE NOT, YOU RETURN TO
THE BAR. GOTO 37.

DOESN'T THIS
WORRY YOU?
HAVE YOU
THOUGHT ABOUT
SEEKING
PROFESSIONAL
HELP?

THE END

AUGUST 2:



DICEMAN 4!

